Legaia 2™

Duel Saga

レガイア デュエルサーガ

TEEN

T

CONTENT RATED BY ESRB

FRESH GAMES

BY EIDOS INTERACTIVE

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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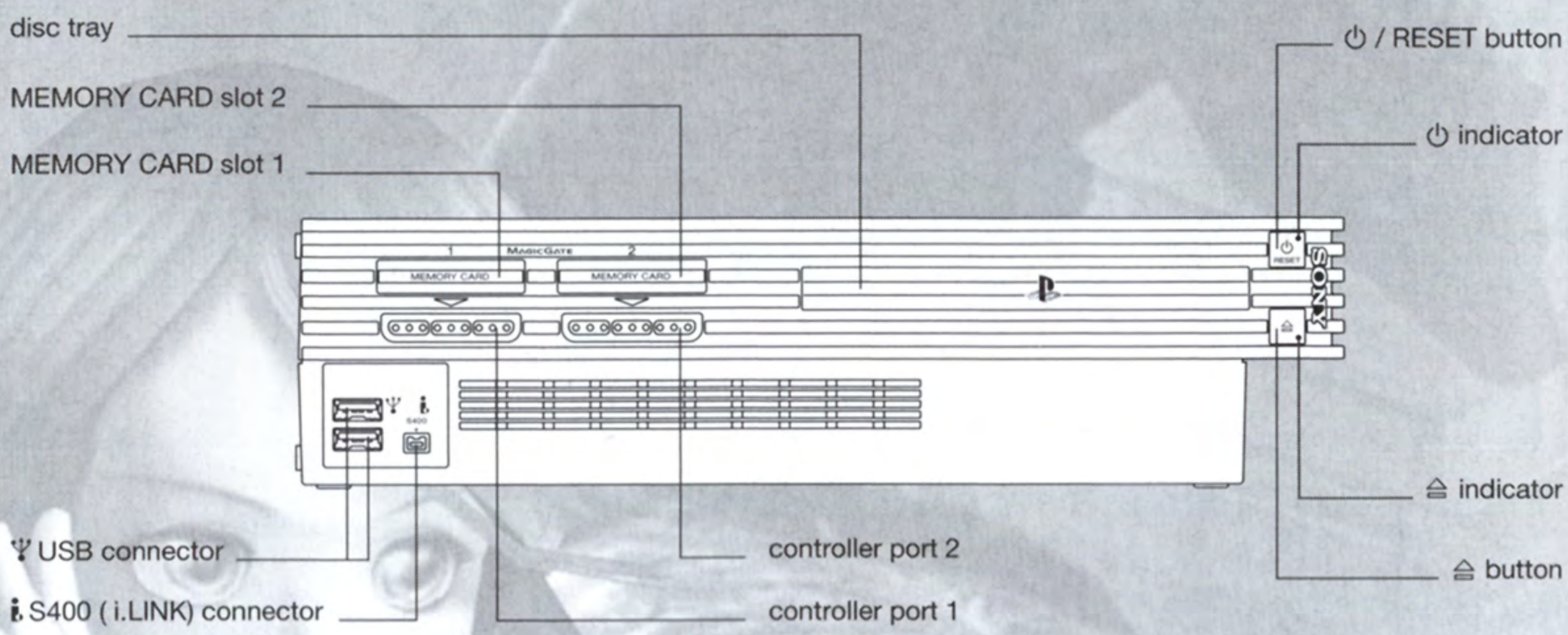
ARE YOU GETTING LOST?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-773-4367
Canada: 1-900-643-4367
Cost of call: $0.99-$1.49/minute
Must be 18 years of age or have parent's permission
Touch-tone phone required

GETTING STARTED



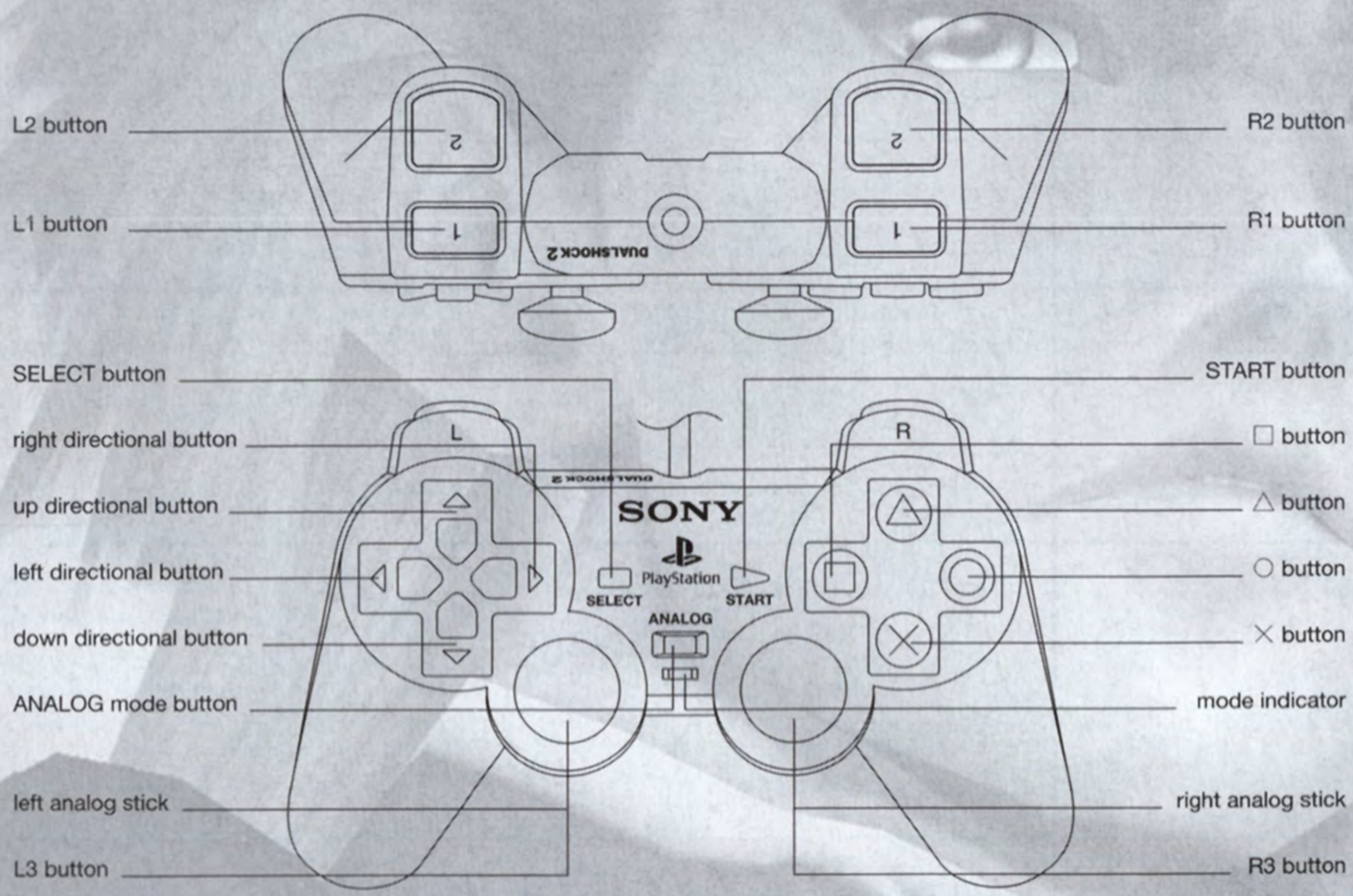
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the ***Legaia 2 Duel Saga*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on–screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Please note that ***Legaia 2 Duel Saga*** can only be played with the DUALSHOCK®2 analog controller. You cannot use PlayStation® controllers such as the original DUALSHOCK® analog controller or standard controllers with this title. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON (red), indicating that the controller is in analog mode. Do not insert or remove controllers or accessories when the power is turned on.

This game uses the vibration function and so the controller will vibrate in response to game events. Use the Vibration option in the CONFIG. window to turn the vibration function ON/OFF (see p. 14).

BASIC CONTROLS

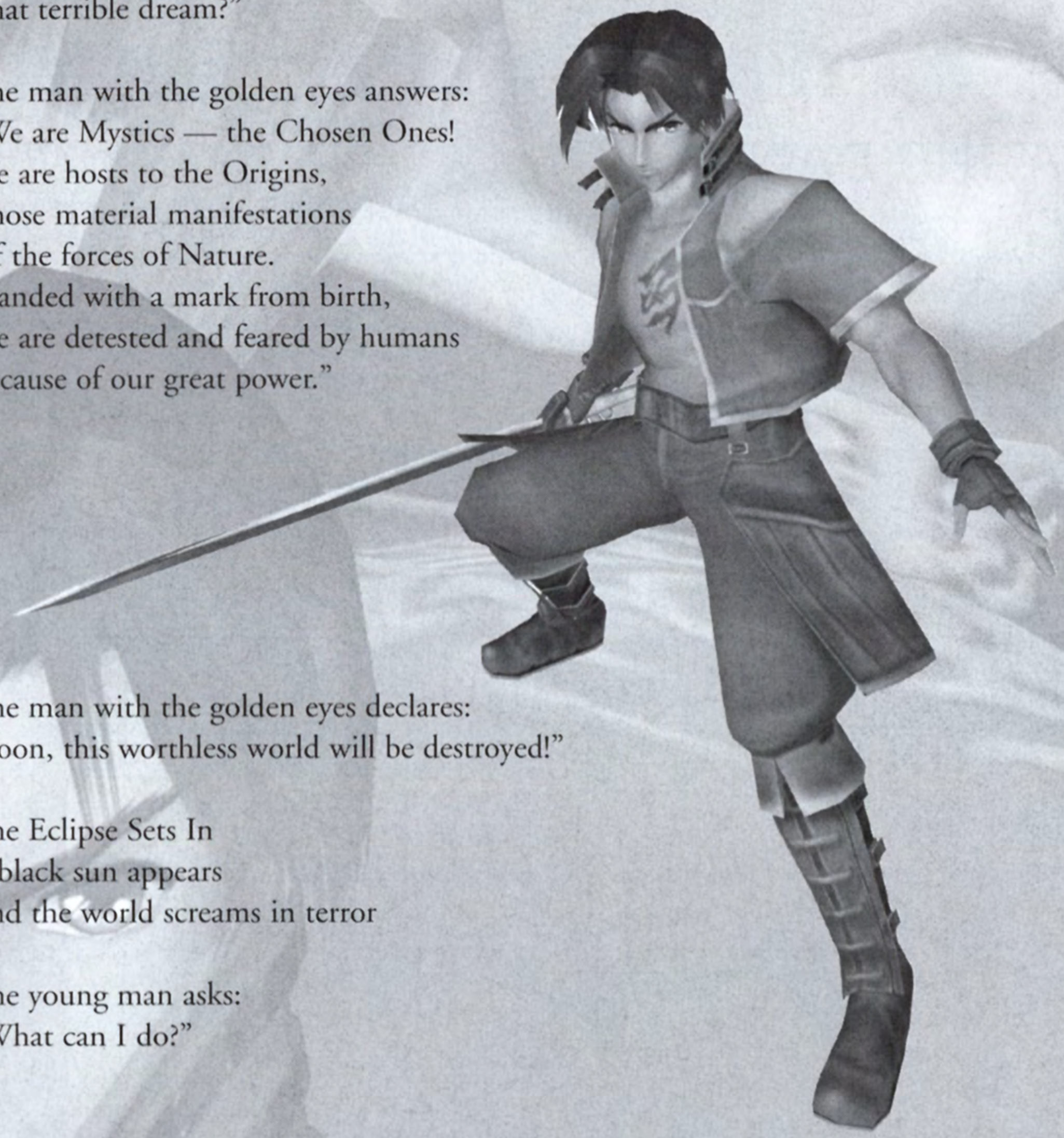
	FIELD AND MENU SCREENS	BATTLE SCREEN
⊗ button	Confirm command / Talk / Examine object in front of character / Advance to next message	Enter command
△ button	Cancel command / Go back one window	Cancel command
○ button	Open Menu Screen (△ button to close) / Display description of the item indicated by the cursor	Display Art List when entering Art Commands (see p. 25)
□ button	Perform Origin Actions (on Dungeon Maps only)/Display the Sort Menu on the Item Screen (see p. 10)/ Unequip accessory or skill (see p. 11)	Not used
R2 / L2 buttons	Change character being played (on Dungeon Maps only) / Change character being displayed (on Menu Screen)	Not used
R1 / L1 buttons	Page down / Page up (to scroll up and down quickly)	Page down / Page up in Art List or Item List
SELECT button	Display description of the item indicated by the cursor	Not used
Directional button	Move character / Move cursor	Select/enter command
Left analog stick	Move character/Move cursor	Select/enter command
Right analog stick	Used in Mini-games (see p. 19)	Not used

WHO AM I?

The young man asks himself:
"Just what exactly am I?
What is this odd mark emblazoned on my chest?"
He ponders:
"What do my dreams mean?
A town in flames,
A rage-filled mob,
A poor man being beaten ..."

And the young man wonders:
"Why do I keep having
That terrible dream?"

The man with the golden eyes answers:
"We are Mystics — the Chosen Ones!
We are hosts to the Origins,
Those material manifestations
Of the forces of Nature.
Branded with a mark from birth,
We are detested and feared by humans
Because of our great power."



The man with the golden eyes declares:
"Soon, this worthless world will be destroyed!"

The Eclipse Sets In
A black sun appears
And the world screams in terror

The young man asks:
"What can I do?"

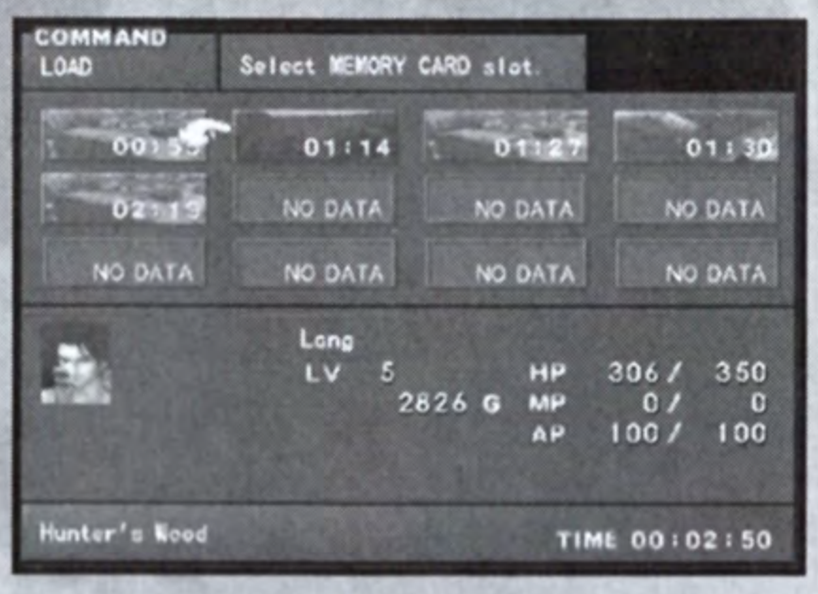
STARTING GAME AND SAVING

STARTING A NEW GAME

Press the START button during the opening demo, or the START, ○ or ✕ button during the movie, to see the Title Screen. Move the cursor to NEW GAME and enter your selection.

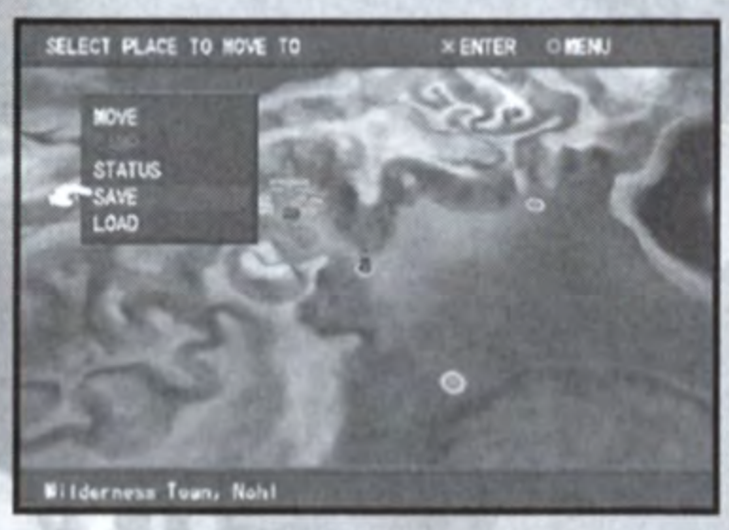
LOADING SAVED DATA

To load previously saved game data, insert a memory card (8MB) (for PlayStation®2) with the desired saved game data into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the console. Select CONTINUE on the Title Screen to display the Load Screen. Select the desired saved game data and enter the selection.



SAVING DATA

To save game data, insert a memory card with at least 280KB of free space into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the console. You can save at Save Points on the Field Screens, on the World Map Screen, or on the Camp Screen. On Field Screens, approach the Save Point and press the ✕ button. On the World Map Screen, select SAVE from the menu. On the Camp Screen, select the SAVE command. The Save Screen is then displayed.



Save Point World Map Screen Camp Screen

HOW TO SAVE

On the Save Screen, select the slot where the memory card has been inserted. Select the file you want to save to. Enter your selection to complete the save operation. You can save up to 12 files on one memory card. If you have chosen a file that already has game data, the message "Overwrite?" is displayed. Select YES to overwrite the file.

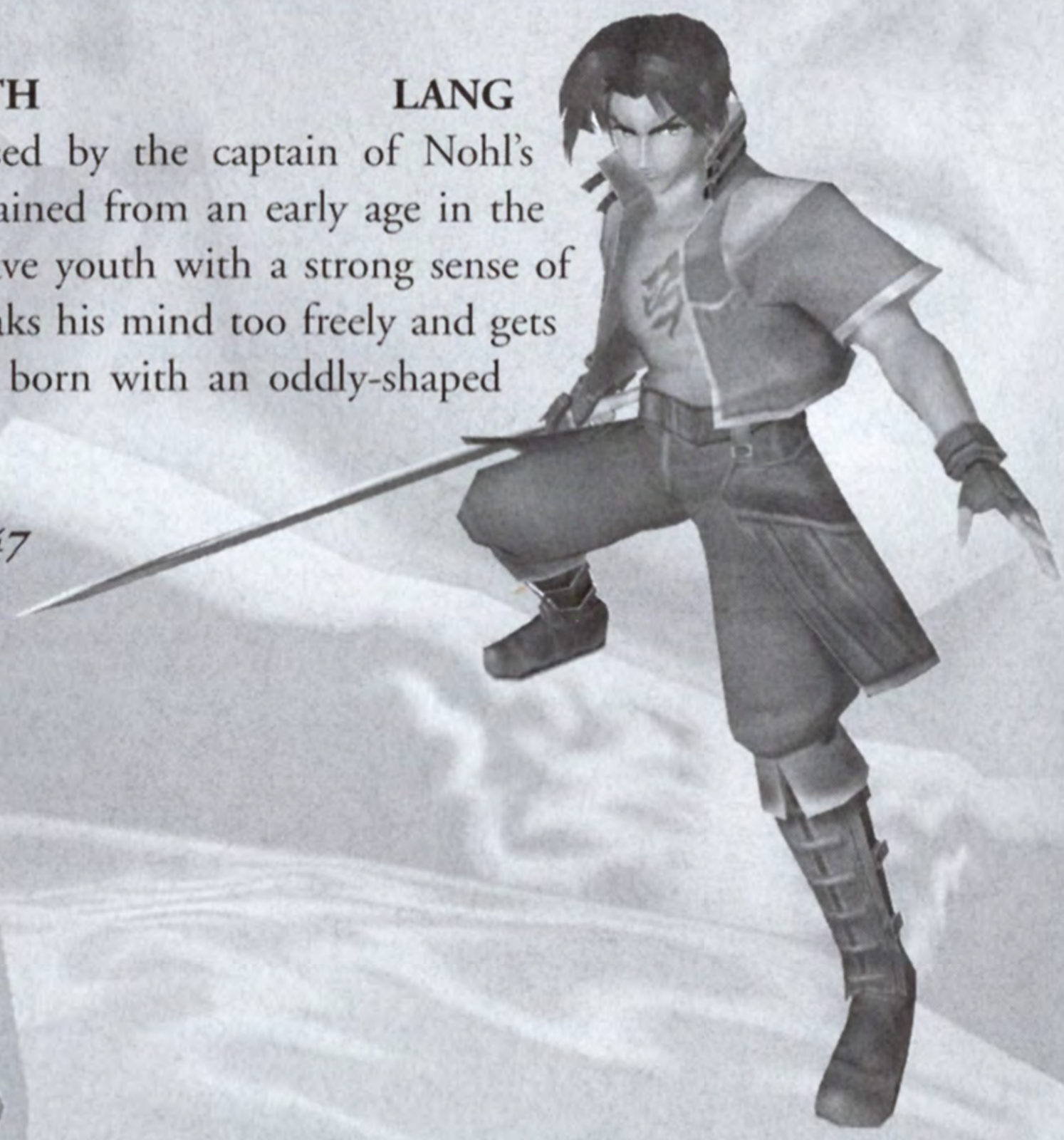
PARTY MEMBERS

Our hero lives in the small wilderness town of Nohl, where our story begins. A wondrous stone called the Aqualith exists in this village. This stone endlessly gushes forth water and sustains the lives of the villagers.

VIGILANCE CORPS YOUTH **LANG**

The hero of the game. Raised by the captain of Nohl's Vigilance Corps, Lang was trained from an early age in the ways of the sword. He's a brave youth with a strong sense of justice, but he sometimes speaks his mind too freely and gets himself into trouble. He was born with an oddly-shaped birthmark on his chest.

Age: 17
Height: 5 ft. 9 in. Weight: 147 lb.
Weapon: Sword



THE GIRL WHO LOST HER VOICE **MAYA**

Raised in the snow-covered northern village of Yuno, Maya has the ability to use a type of magic called the Secrets of Kabel. One day, however, she had a terrible accident with that power. Ever since that incident, she's been in a state of shock, unable to speak. Nevertheless, she's certainly not timid — a girl full of curiosity.

Age: 14
Height: 5 ft. 1 in. Weight: 103 lb.
Weapon: Magic

AGING MARTIAL ARTIST WHO SHUNS THE SWORD

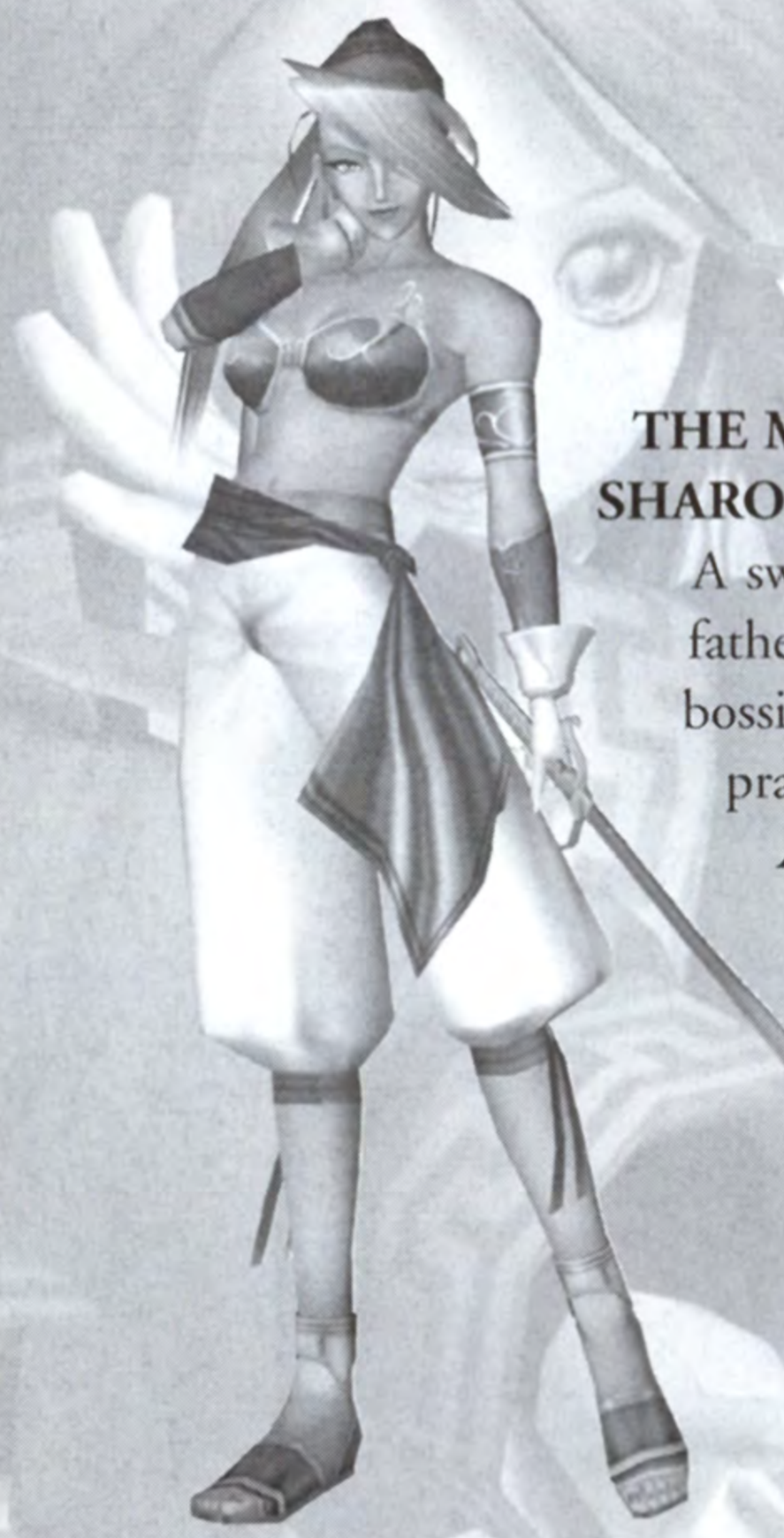
KAZAN

An old swordsman once renowned for his expertise in the Tenga-ryu (Sky Fang) school of swordsmanship. But now he has thrown aside the sword, relying only on fists. He's a little rough spoken, self-indulgent and sloppy, but has a vast knowledge not only of martial arts but also of history. The wise man of the party.

Age: 60

Height: 6 ft. 5 in. Weight: 229 lb.

Weapon: Martial Arts



THE MERRY WARRIOR

SHARON

A swordswoman who holds a deep reverence for her departed father. Cheerful and straightforward, she has a frank, big-sister bossiness to her. Her goal is to be world famous some day. She practically forced her way into Lang's party.

Age: 20

Height: 6 ft. 0 in. Weight: 132 lb.

Weapon: Saber

THE TACITURN GIANT

AYNE

A warrior from a race of giants, Ayne is from a southern island called Hill of Giants, Jinga. These giants lived without contact with the outside world until a certain event caused Ayne to join up with Lang and his party. He looks menacing, but he's actually quite steady and intelligent.

Age: 23

Height: 8 ft. 8 in. Weight: 643 lb.

Weapon: Hammer

THE ENEMIES

AVALON

A Mystic, this man holds an infinite power called the Supreme Origin. Avalon is plotting to purge the world of the humans who persecute Mystics and wants to create his own utopia.

DOPLIN

The Bishop of the Holy Order of Banderas. Outwardly, Doplin appears to be going along with Avalon's plot, but, on the inside, he's really only thinking of himself — a truly black-hearted fellow.

VELNA

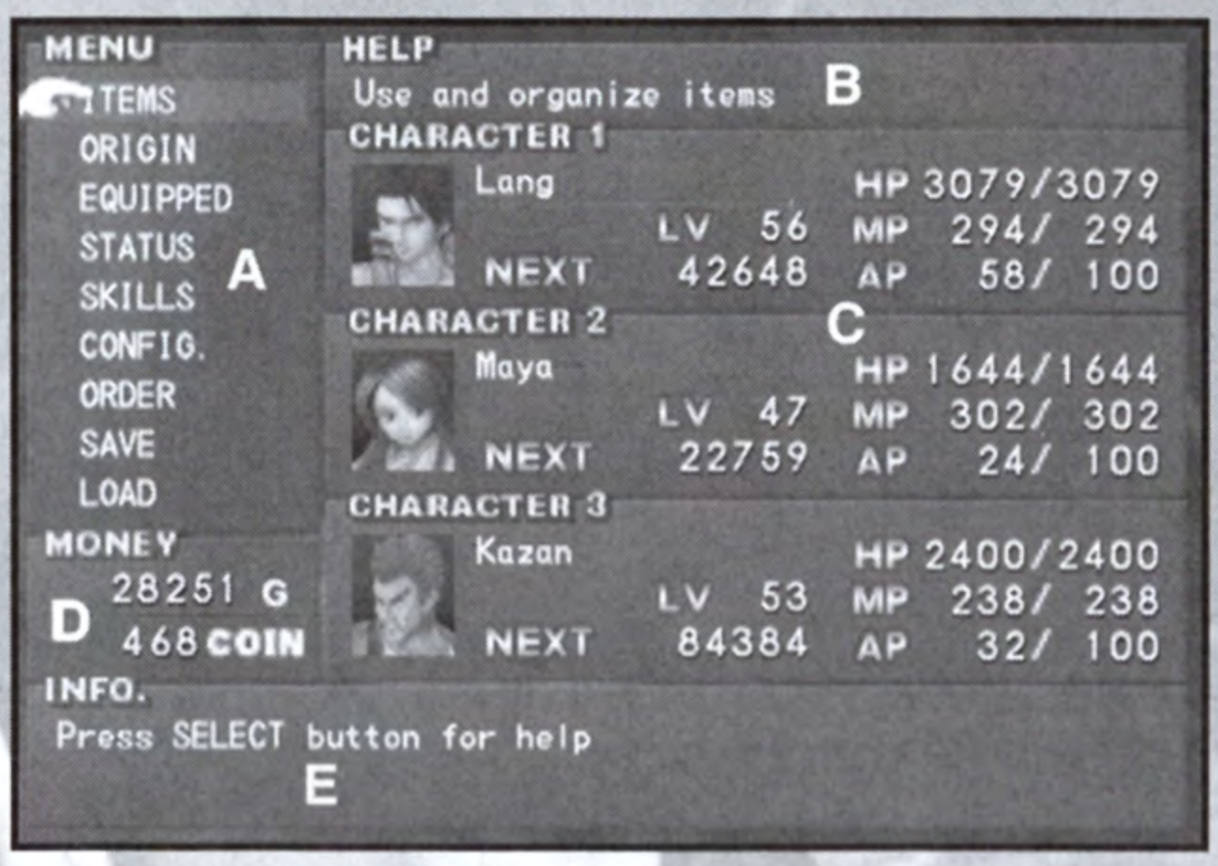
Standing at Doplin's right hand, this woman is a cold-hearted, cool-headed schemer. She wields the power of a type of magic known as the Secrets of Kabel.

RAUSS

Velna's loyal minion, this steel-plated knight is ever endeavoring to improve his skills as a fighter. He despises cowardly behavior and values chivalry above all else.

MENU SCREEN

Pressing the ◉ button on a Field or Dungeon Map (see p. 16) brings up the Menu Screen. This section discusses its information and how to use the Menu Screen commands.



UNDERSTANDING THE MENU SCREEN

A – Menu Screen commands.

B – Help messages.

C – Status overviews for each character. For more on status, see p. 12.

D – The party's current gold.

E – Explanatory messages such as item descriptions.

MENU SCREEN COMMANDS

1) ITEMS: USE THIS COMMAND TO EXAMINE, USE OR REARRANGE ITEMS ACQUIRED.

A – Item Display Mode Menu. Use the directional button or the left analog stick to select the item display mode you want.

Display all items in inventory.

Display only usable items that are restorative.

Display all other usable items (besides restorative).

Display only items that can be equipped.

Display all other uncategorized items.

B – Item name and quantity held.

C – Description of the item and its effect. Press the ▣ button to display the Sort Menu. Items can be sorted in order acquired, by name or by type, or can be switched around manually.

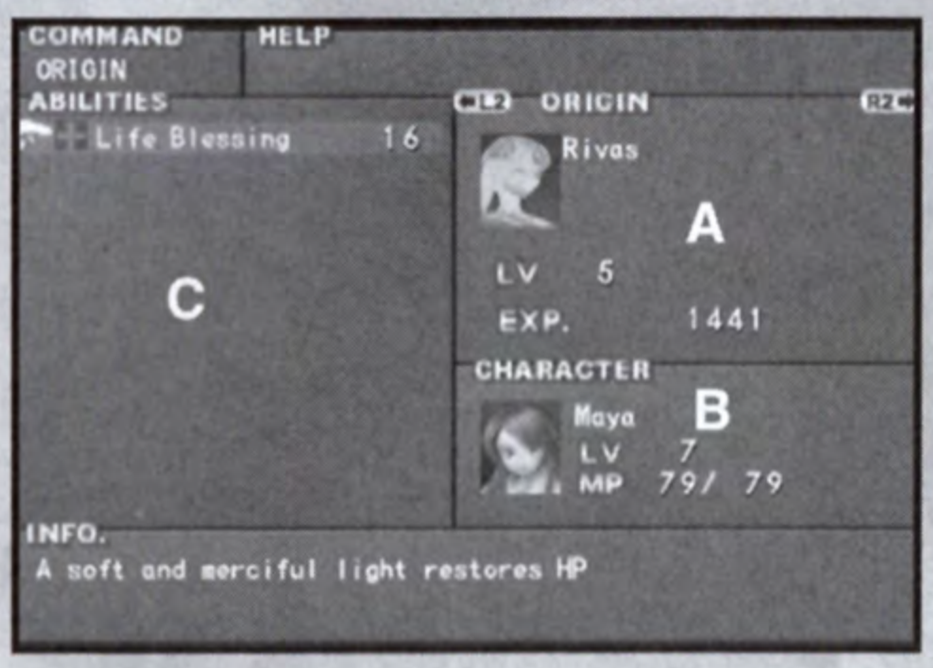
Using Items

Move the cursor to the item you want to use and press the ⊗ button.

Select the character you want to use that item on.

You can read an item such as a magazine by moving the cursor to it and selecting it.

2) ORIGIN: USE THIS COMMAND TO VIEW AN ORIGIN'S STATUS OR TO USE ORIGIN ABILITIES.



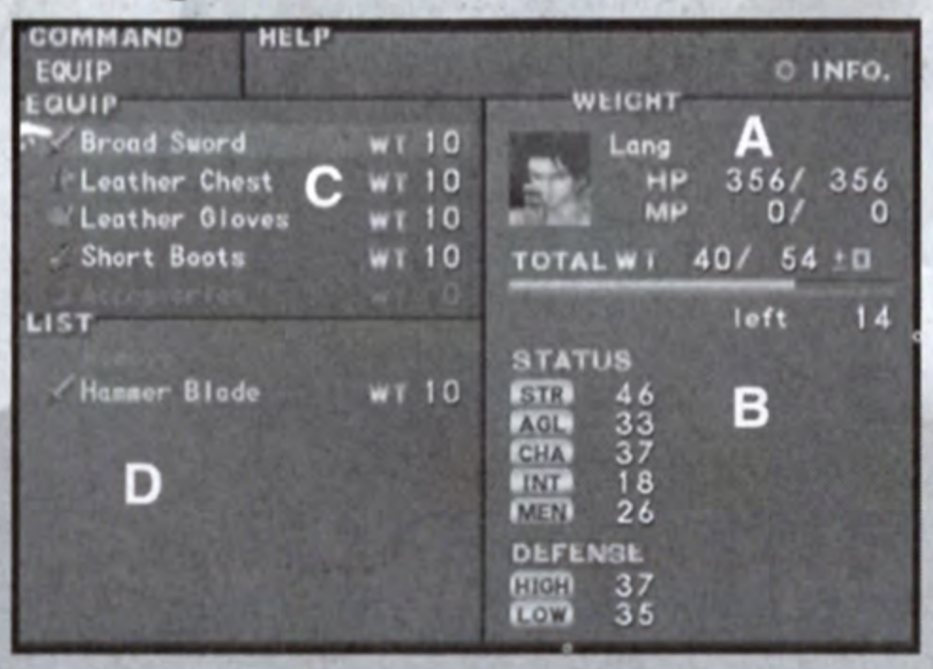
A – The status of the Origin currently displayed. (Use the R2 / L2 buttons to switch to other character's Origins.)

LV Origin's current level.
EXP Origin's current experience points.

B – The character that hosts that Origin.

C- – Origin Abilities the Origin has learned. Origin Abilities that can also be used outside of battle are shown in bright text. Select to use an Origin Ability.

3) EQUIP: USE THIS COMMAND TO CHECK OR CHANGE A CHARACTER'S EQUIPPED ITEMS.



A – The currently selected character. For more on the character's status, see p. 12. Use the R2 / L2 buttons to switch to other characters.

B – The weight of the character's equipped items, represented both numerically and with a gauge. The number on the right is the maximum weight that can be equipped. The number on the left is the total weight of items currently equipped. See below for more on the Weight System.

C – The items the character currently has equipped. The number on the right is that item's weight.

D – Other items that can be equipped. The number on the right is is that item's weight.

Weight System

Each equippable item has a weight value (WT). Each character can equip items of total weight up to his or her maximum weight. A character's maximum weight value rises as his or her level goes up. The better the performance of an item, the more it will weigh. You could, for example, choose to equip a high-performance weapon and armor, or you could opt for a variety of light accessories instead.

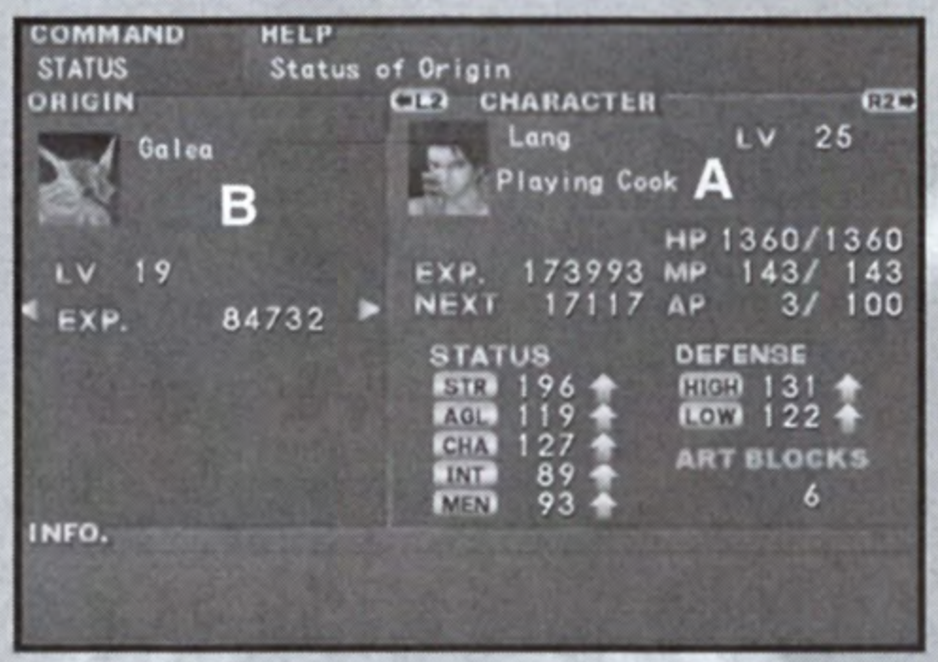
Equipping Items

Select the category of item you want to equip. You can only equip one weapon and one piece of armor for each part of the body, but you can equip as many accessories as you like (up to that character's maximum weight).

Select the item you want to equip from the list and enter your selection. Any change in status is displayed in the character's status section. To remove an accessory, move the cursor to that item and press the ■ button.

When you equip an accessory, its associated skills (see p. 30) are displayed. Moving the cursor to any equippable item and pressing the ◉ button displays information about that item's effect.

4) STATUS: USE THIS COMMAND TO VIEW A CHARACTER'S STATUS.



A – The character's current status. Use the **R2** / **L2** buttons to switch to other characters.

HP The character's hit points. The number on the right is max HP. The number on the left is current HP.

MP The character's magic points. The number on the right is max MP. The number on the left is current MP.

AP The character's Art points (see p. 26). The number on the right is max AP. The number on the left is current AP.

LV The character's level. Rises when experience points reach predetermined numbers.

EXP Current experience points. Rise with each battle victory.

Next The number of experience points needed to reach the next level.

STR Strength. Affects normal attack power.

AGL Agility. Affects attack order, hit rate and guard rate in battle.

CHA Charisma. Affects preemptive attack rate, escape rate and rate of likelihood of getting an abnormal status in battle.

INT Intelligence. Affects the attack power of special attacks.

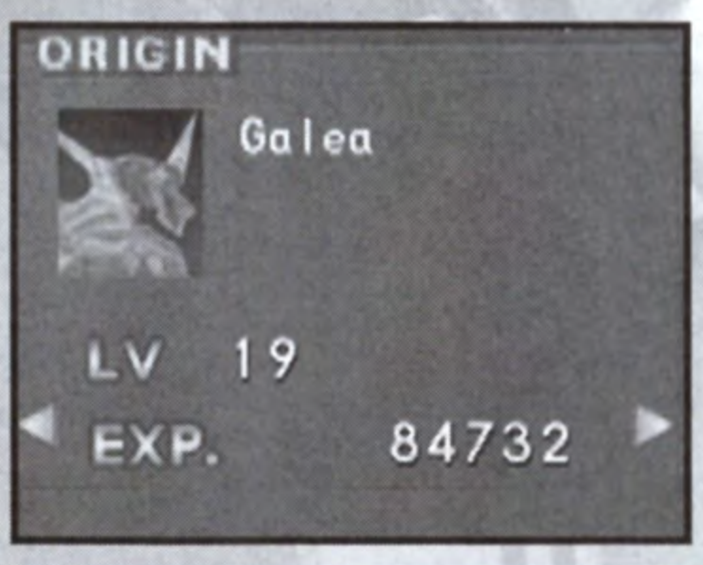
MEN Mental power. Affects defense against special attacks.

HIGH Upper defense.

LOW Lower defense.

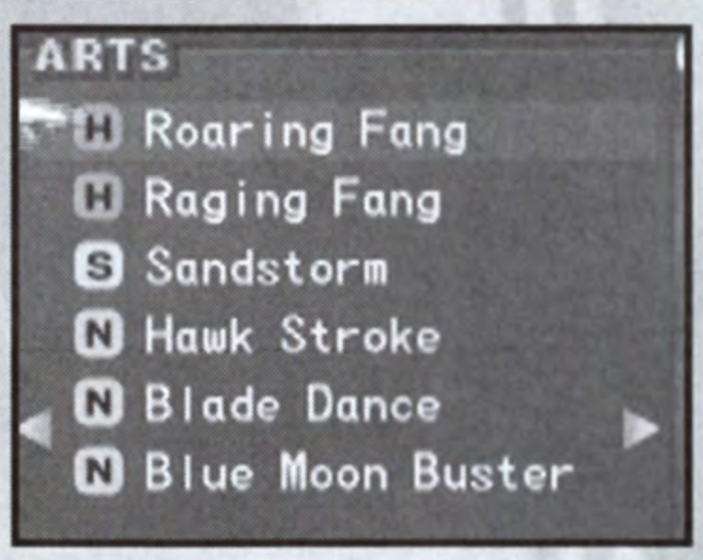
ART BLOCKS The number of attack moves that can be done in one turn (see p. 25).

B – Various types of status information are displayed here. Change the type of status information displayed by using the directional button or the left analog stick.

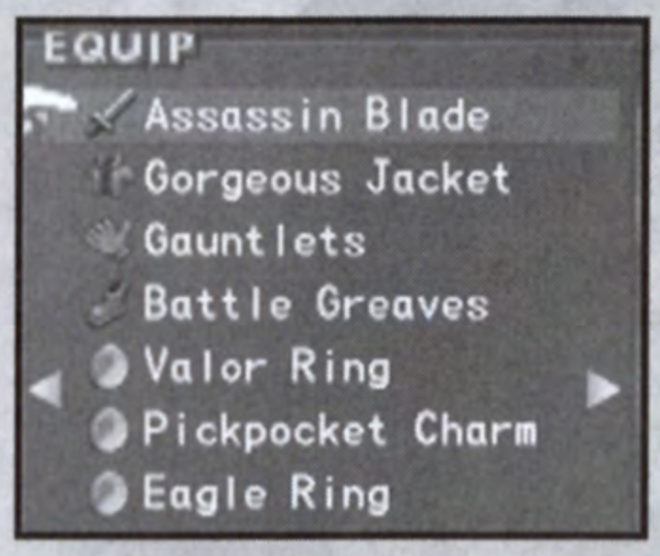


Types of Status Information

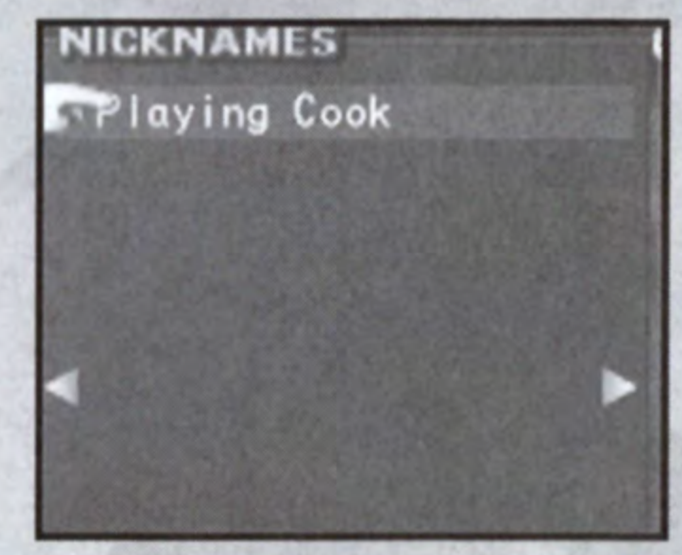
ORIGIN The Origin's current level and experience points are displayed.



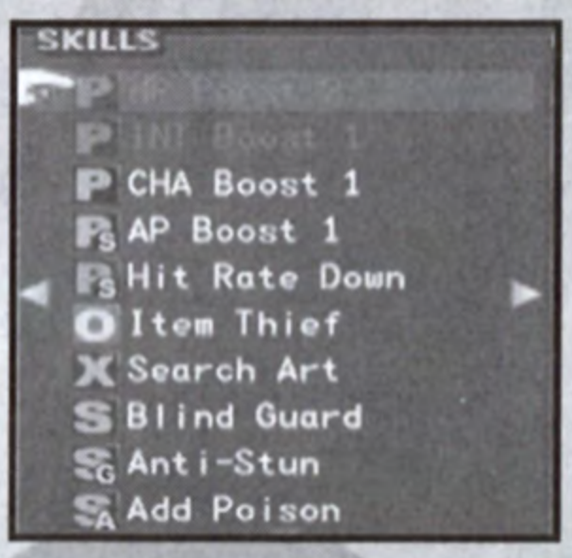
ARTS The Arts (see p. 25) the character has learned are displayed.



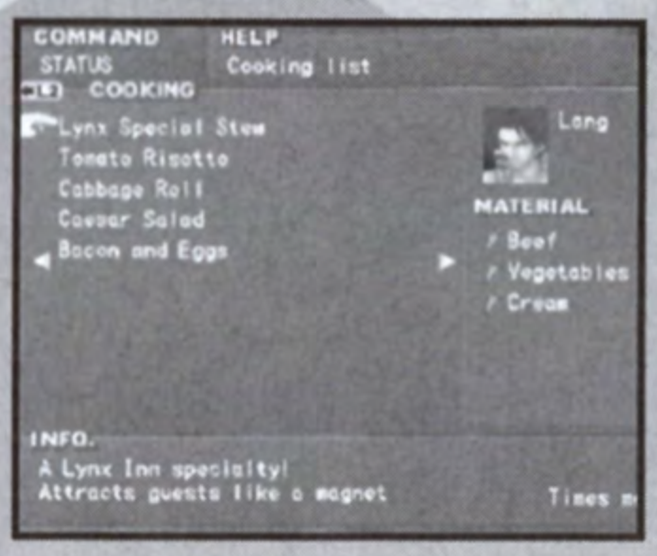
EQUIP The items the character currently has equipped are displayed.



NICKNAMES The nicknames the character has been called are displayed. Nicknames are sometimes acquired when the character is talking to others.



SKILLS The skills the character currently has equipped (green) and the skills that have been learned and can be used (white) are displayed. For more on skills, see p. 30-31. Note: Grayed skills are skills that have not been learned and cannot be used yet.



COOKING The names of and recipes for dishes that have been learned are displayed. For more on cooking and recipes, see p. 20.

5) SKILLS: USE THIS COMMAND TO EQUIP OFFENSE SKILLS AND DEFENSE SKILLS.

Offense Skills and Defense Skills

Some skills (see p. 30), called Offense Skills and Defense Skills, must first be equipped with the SKILLS command before they become effective. Offense Skills are activated when attacking the enemy. Defense Skills are activated when using the GUARD command (see p. 24) during battle.

One Offense Skill and one Defense Skill can be set. Select and enter the desired skill.

Select the skill you want to equip from the list and press the ⊗ button. The skills that can be equipped are shown in bright text. The skills you are still learning are darkened.

For more on how to learn skills, see p. 27.

6) CONFIG.: USE THIS COMMAND TO CHANGE VARIOUS GAME SETTINGS.

Sound — Set sound output to either STEREO or MONO.

Battle Command Entry — Choose between the directional button or the ⊗ button to enter commands during battle.

Battle Item Order — Sort the items displayed with the ITEM command (see p. 24) according to their EFFECT or in the order they were ACQUIRED.

Camera Movement — Set the camera movement during battle to FAST, NORMAL or SLOW.

Message Speed — Set the speed of message text to NORMAL, FAST, FASTEST or INSTANT.

Cursor — Set the initial position of the cursor (does not apply to battle mode) to either MEMORY or FIXED. With MEMORY, the cursor appears at the last position used.

Movement Speed — Set character movement controlled by the directional button to either WALK or RUN.

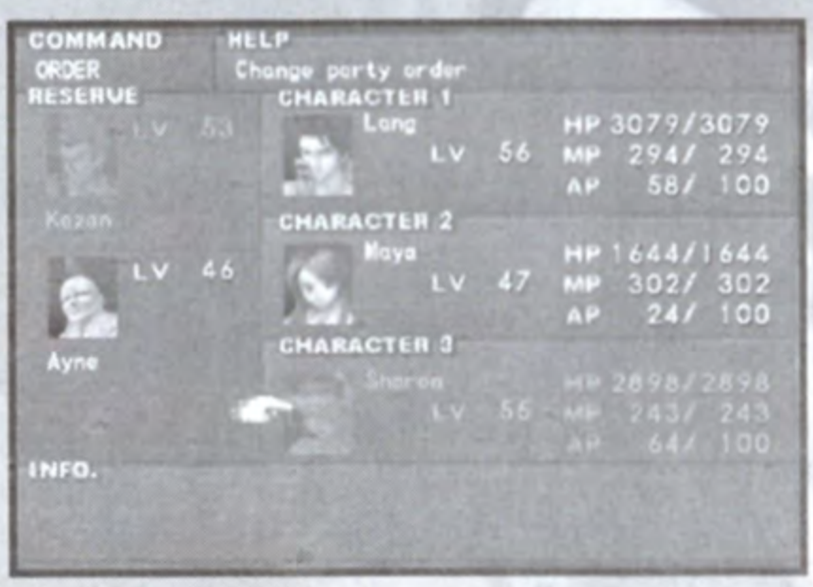
Status Display — Set how the status window is displayed on the Field Screen. When it is OFF, no status information is displayed. With TIME, status information is displayed if the character does not move for awhile. With PAUSE, status information is displayed whenever the character stops moving. When this option is ON, the status window is always displayed.

Vibration — Set controller vibration during events, during battles, or when encountering enemies to ON or OFF.

Return to Default — Return all game settings to their default values.

Return to Main Menu — Save changed settings and return to the Main Menu.

7) ORDER: USE THIS COMMAND TO SWITCH THE CHARACTERS PARTICIPATING IN BATTLE OR TO CHANGE THEIR FORMATION.



Select the character you want to participate in battle from the RESERVE. The selected character appears shaded.

Next, select the character you want to remove from the battle lineup, and the two characters' positions are switched. You can also change the formation of the current battle lineup using the same method.

For information on the SAVE command, see p. 6.
The LOAD command opens the Load Screen (see p. 6).

FIELD SCREEN

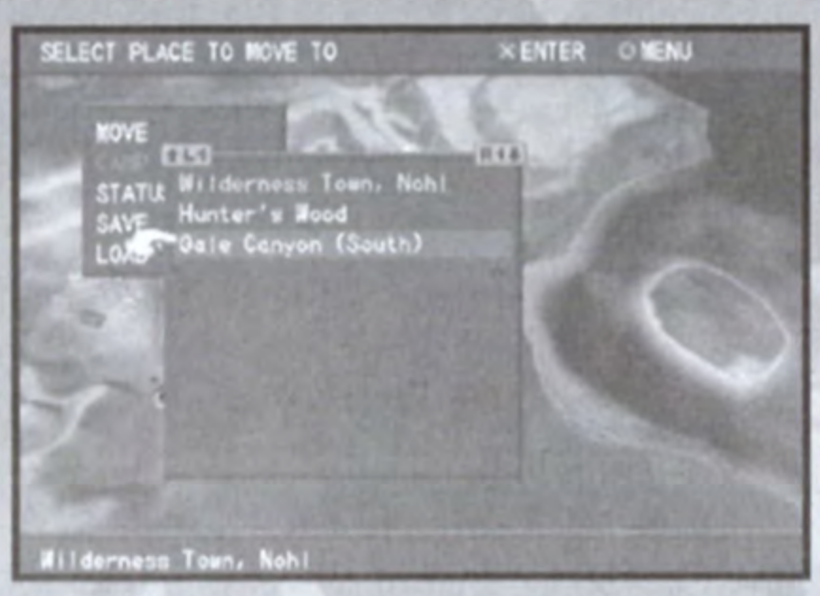
MAP TYPES AND MOVING AROUND

1 WORLD MAP

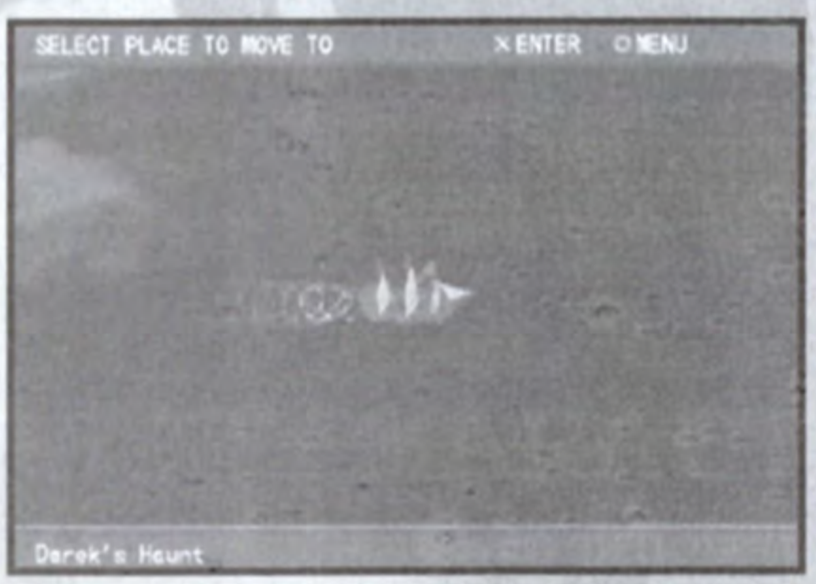
The World Map shows towns, dungeons and other locations around the continent. Pressing the ◎ button when on the World Map Screen brings up the World Map Menu, where you can choose from the following commands: MOVE (see below), CAMP (see p. 19), STATUS (see p.12), SAVE (see p. 6) and LOAD (see p. 6).

Moving Around the Map

Select the desired destination by using the directional button or the left analog stick and enter your selection. Yellow triangles indicate the directions in which destinations are located.



If using the MOVE command, select an available (white text) destination from the list and press the ⊗ button. Blue text indicates your current location.



Some destinations are not currently available (red text). You have to clear a certain event or obtain a certain mode of transportation first before you can reach them.

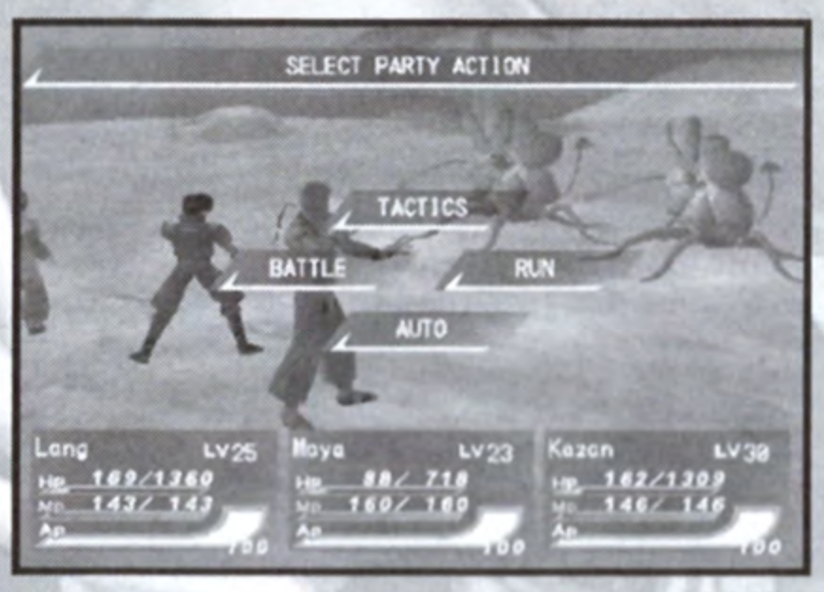
2 FIELD MAPS

When you enter a town or village, the World Map changes to a Field Map. Move the character by using the directional button or the left analog stick. Via the CONFIG. command (see p. 14), you can set the Movement Speed controlled by the directional button to either WALK or RUN. When using the left analog stick, you can control the speed by the degree of the angle of the stick.

Open building doors by moving the directional button or the left analog stick in the direction that the door opens.

There are some places, such as roofs or walls, where the character jumps automatically when moving in that direction.

3 DUNGEON MAPS

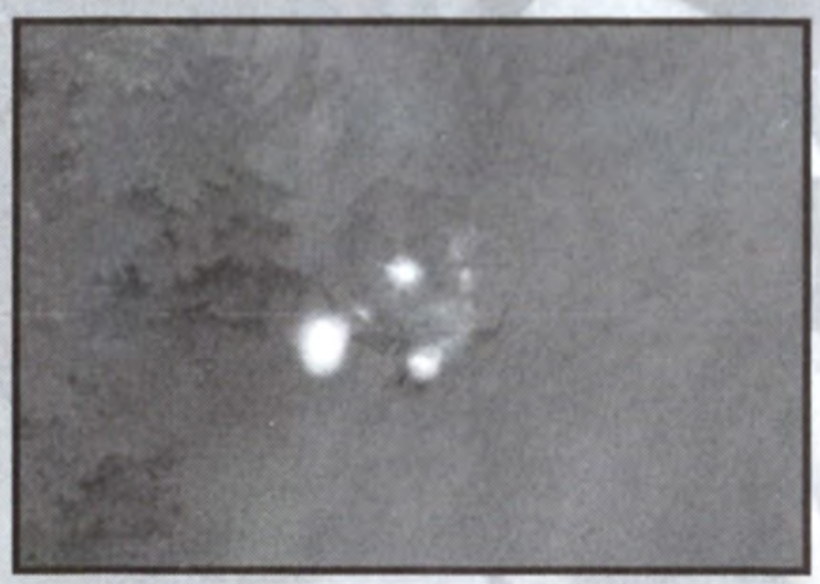


Dungeon Maps are maps in which enemies appear. You move around Dungeon Maps in the same way you move around Field Maps. However, you can switch the playable character by pressing the R2 / L2 buttons.

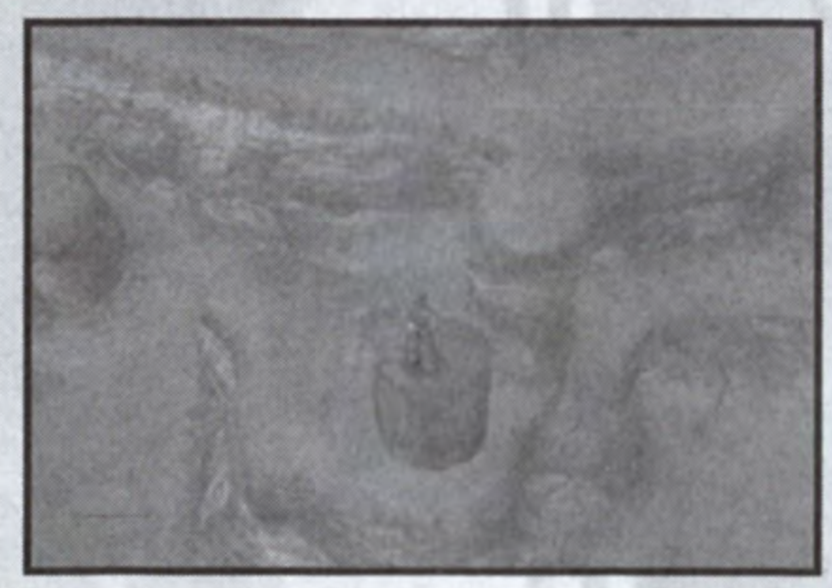
When you encounter an enemy, the screen switches automatically to the Battle Screen (see p. 21).

Examine treasure chests by approaching them and pressing the ⊗ button.

ORIGIN ACTIONS



The dungeons are filled with many traps and obstacles that hinder progress. You can clear these obstacles by using Origin Actions. Press the ■ button to perform them.
For example, if you use Lang's Origin Action, you can demolish rocks or trees.



Each character's Origin Action is different. Be sure to try them all!

BUILDINGS IN TOWNS

A variety of buildings such as shops and inns can be found in the towns. In This section introduces their usage.

BUILDING TYPES

Weapon Shop	Buy, sell and combine weapons.
Armor Shop	Buy, sell and combine armor.
Accessory Shop	Buy, sell and combine accessories.
Item Shop	Buy, sell and combine items.
Grocery Shop	Buy ingredients used in cooking (see p. 20).
Peddler	Handles a variety of items. Can also sometimes be seen in places other than towns.
Inn	Staying in an inn fully restores the party's HP/MP. To stay, talk to the owner and select STAY.
Restaurant/Street Stall	Order the local specialties or delicacies.

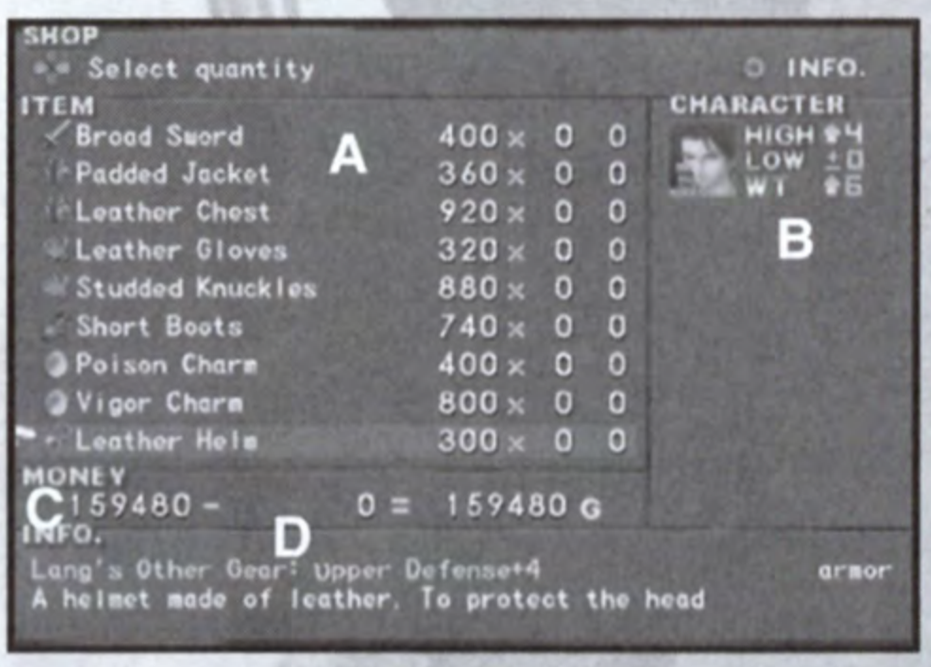
BUYING AND SELLING ITEMS

Talk to the shop clerk and choose BUY or SELL. The Shop Screen is displayed.

Move the cursor to the item you want to buy or sell and enter the number of items by moving the directional button or the left analog stick ➡ or ⬅.

The total for the transaction is displayed in the Money section. When asked, "Is this OK?" select YES to complete the transaction.

SHOP SCREEN



A – List of items. If you chose to buy, this is a list of items available for purchase. If you chose to sell, it is a list of your own inventory items. The numbers, from left to right, mean: the price, the number you want to buy or sell, and the number you currently have.

B – The changes that would be made to the characters' statuses if that item were equipped. Characters that can equip that item are highlighted.

C – Money amounts for the transaction. The numbers, from left to right, mean: the party's current gold, the total price of all items selected to be bought or sold, and the amount of gold the party would have after the transaction.

D – A description of the item. Press the ◉ button for more information.

COMBINING ITEMS

By combining your equippable or consumable items with "materials," you can create new items. Items can be combined at shops and on the Camp Screen (see p. 19). Some items can only be obtained through combining, so do all the combinations you can!

MATERIALS

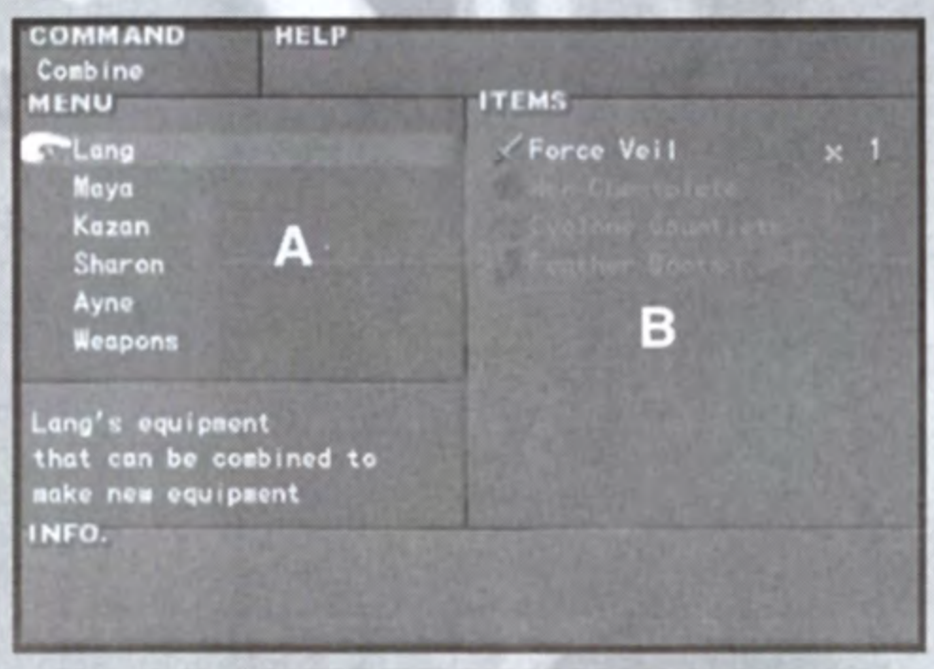
Materials are items with this icon. You can obtain materials from enemies in battle, or by buying them in shops.

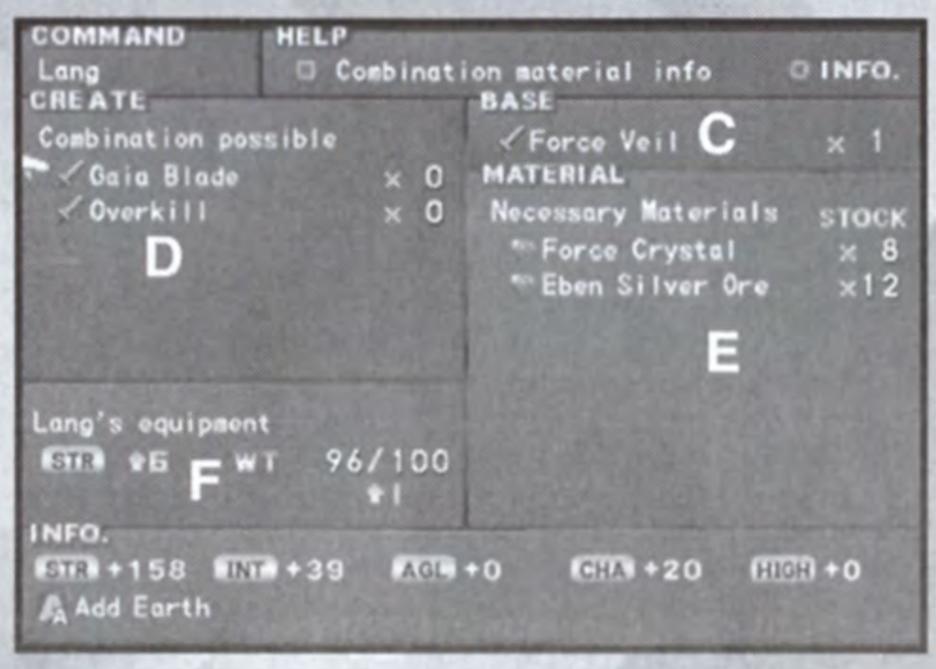
HOW TO COMBINE ITEMS

In shops, talk to the shop clerk and select the COMBINE command for the type of item you want to combine. On the Camp Screen, select COMBINE from the list of commands. Next, the Combine Menu will open. When you have selected a category from the menu and a combinable base item, a list of the items that can be created and the materials necessary are displayed.

When asked "OK?" select YES to carry out the combination. The base item and the materials are used up, and a new item is created.

COMBINE MENU





A – Characters for which items can be combined, or types of items that can be combined.

B – Combinable items in the party's inventory or that are equipped are displayed. Combinable items that are currently equipped and all materials for the equipped items are in blue. Combinable items not currently equipped (materials available) are in white.

C – The name of the item chosen as a base.

D – Items that can be newly created through combining.

E – Materials necessary to make the combination and the number in stock. Materials not in stock are darkened.

F – The changes that would be made to the character's status if that item were combined and equipped.

CONVERSATIONS AND EVENTS

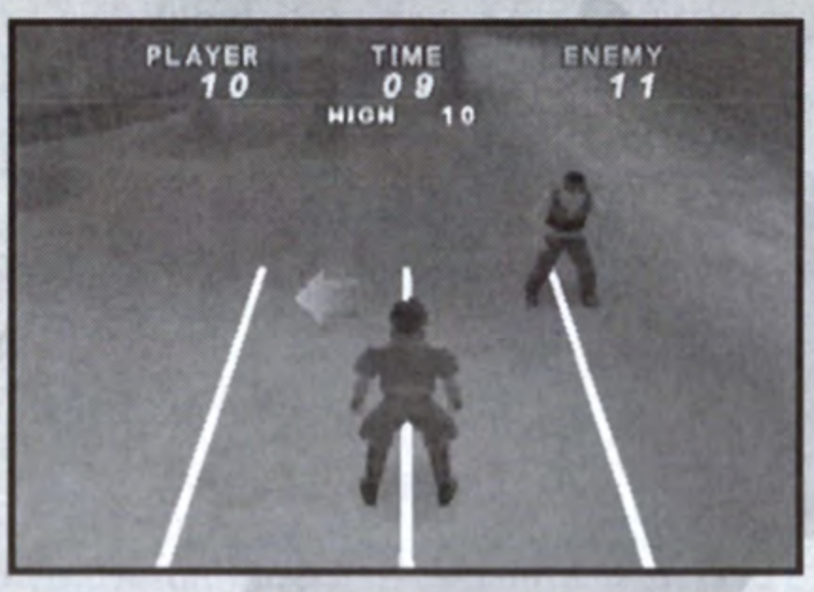
You can receive a wealth of valuable information by talking to the people in the towns and villages on the Field Maps. They may give you hints to help you along in your adventure, enable you to get to places you couldn't go before, or let you play a Mini-game. Talk to everyone you can! Some people you talk to give the party members nicknames.

CONVERSATION CHOICES

When talking to people, you are sometimes presented with a choice of multiple responses. Your choices will be reflected in the hero's personality, affecting what he says during events or after winning battles. If you choose positive responses, the hero grows confident and tough. If you choose passive or negative responses, the hero grows timid and pessimistic. Some people you talk to teach you new Arts (see p. 25).

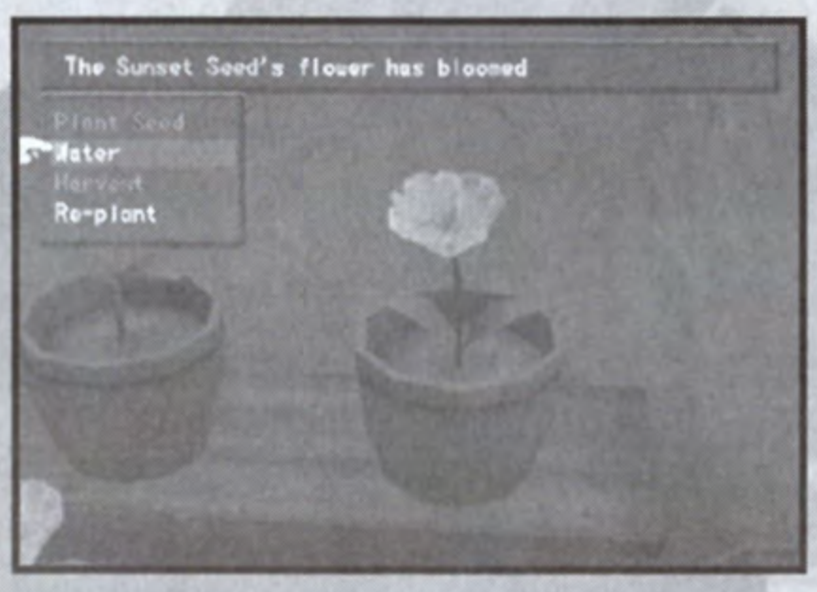
MINI-GAMES

This section introduces a few of the Mini-games that come up during the game. Look for many other Mini-games throughout the adventure!



SIDE JUMP

In this game, use the left and right analog sticks to repeatedly jump your character from side to side, competing to see who can do it the most times.



GARDENING

You can cultivate the "seed" items you pick up in battles and other places. The seed type and the method of cultivation determine the type of item you can harvest.

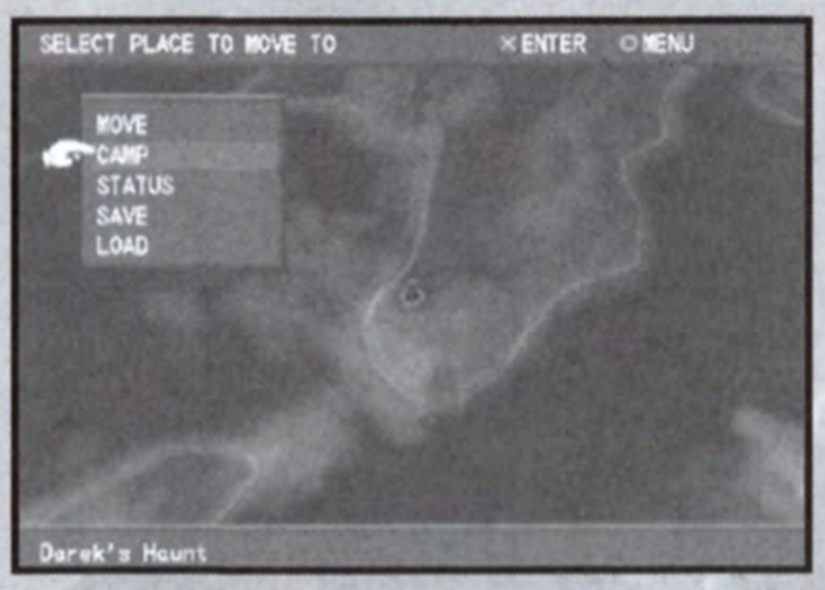
PLANTING

In this game, compete to see who can plant the most seedlings in the allotted time. Speedy and accurate manipulation of the buttons is required.

There are many other Mini-games, as well. Talk to everyone you can and find them all!

CAMP

As the story progresses, you will eventually be able to use the CAMP command. You can set up camp on Dungeon Maps wherever you see a Tent symbol, or on the World Map. On Dungeon Maps, if you approach and examine the Tent symbol, the screen automatically switches to the Camp Screen.



On the World Map, select the CAMP command on the Menu Screen.

CAMP SCREEN COMMANDS

Status	Open the Menu Screen (see p. 10).
Combine	Combine items (see p. 18).
Rest	Use a Camp Kit to fully restore the party's HP/MP. (You must have a Camp Kit to use this command.)
Chat	Listen to the party members conversing.
Cook	Use ingredients to cook various dishes (see below).
Save	Save game data (see p. 6).

EFFECTS OF COOKING

When members of the party eat dishes they have cooked, certain character statuses are affected for a fixed period of time. The effects are different for each dish cooked. Some stats may be greatly increased, while others may decrease. In order to cook a dish, you must first learn its recipe. You learn recipes by talking to others or by trying various foods for yourself. You can only cook a dish if you have the necessary ingredients. You can acquire these ingredient items from enemies in battle or by buying them in shops.

Menu items for which you have the necessary materials are shown in bright text. Materials you do not have are shown in dark text in the Materials section. The effects of the dishes are displayed in the Info section. Stats that would be raised are indicated by blue arrows, stats that would fall by red arrows. The size of the arrow reflects the degree of the effect.

Learn a Recipe

⬇

Collect the Ingredients

⬇

Use the COOK command on the Camp Screen

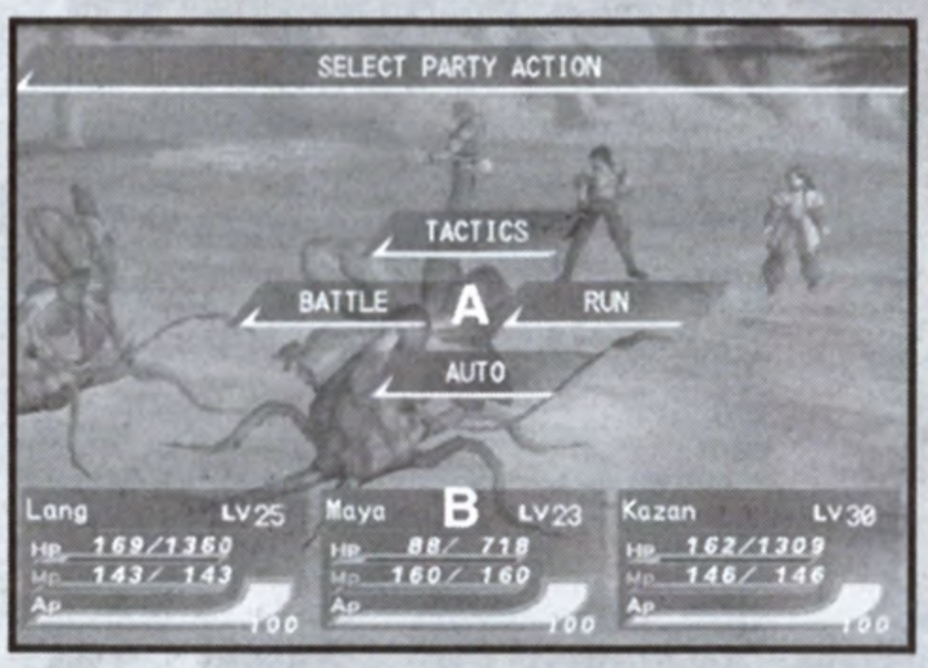
⬇

Effects of the Dish Last for a Preset Length of Time

BATTLE SYSTEM

Battles occur when the party encounters the enemy on Dungeon Maps. This section explains the Battle System.

BATTLE SCREEN



A – The battle commands are displayed. Use the directional button or the left analog stick to select.

B – Status overviews of characters participating in battle.

HP Each character's hit points, displayed as both a number and a bar. If a character's HP reaches 0, he or she is "downed."

MP Each character's magic points, displayed as both a number and a bar. Using Origin Abilities or Spirit Abilities (see p. 24) consumes MP.

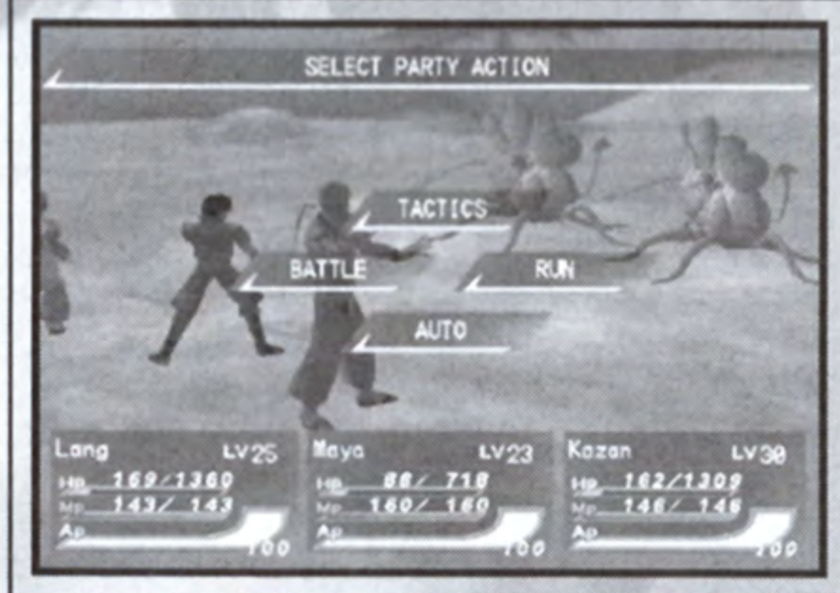
AP Each character's Art points (see p. 26), displayed as both a number and a bar.

LV Each character's current level.

FLOW OF BATTLE

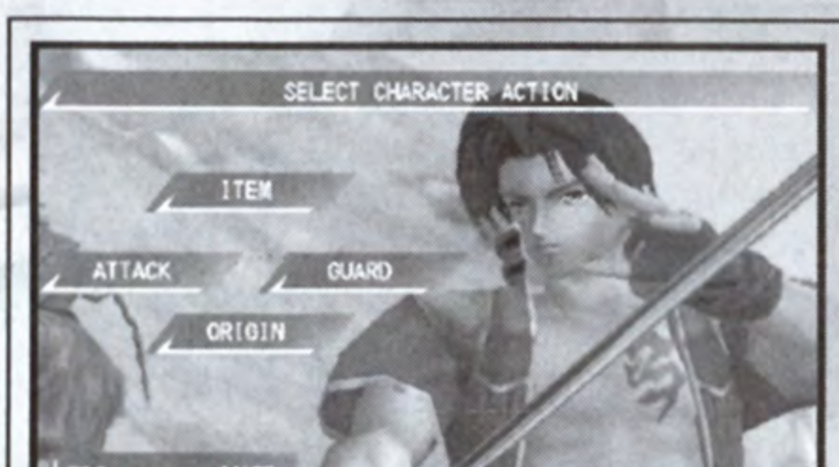
ENCOUNTER THE ENEMY

When you encounter enemies on Dungeon Maps, the screen automatically switches to the Battle Screen. A maximum of three members of the party can participate in battle.



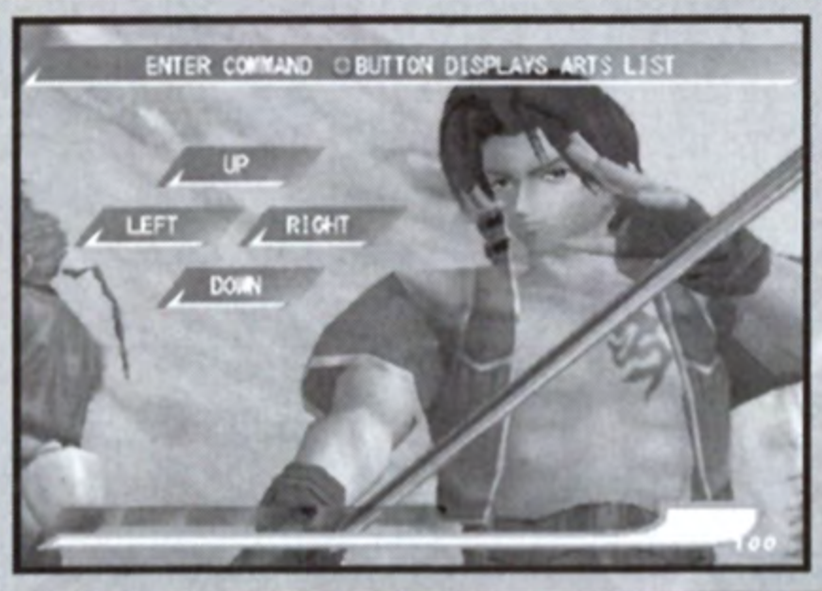
PARTY COMMAND SCREEN (see p. 22)

On the Party Command Screen, you select an action for that turn for the entire party. For example, you can choose to BATTLE or RUN.



CHARACTER COMMAND SCREEN (see p. 23)

If you selected the BATTLE command, the Character Command Screen appears. Here, you can choose an action for that turn for each character participating in battle. Assign each character to ATTACK, use an ITEM, GUARD, or use one of the ORIGIN Abilities.



TACTICAL ART ENTRY SCREEN (see p. 25)
If you select the ATTACK command, the Tactical Art Entry Screen appears. Here, you can enter Art commands. When finished, select the BEGIN BATTLE command and the battle starts. The party members and enemies then perform their designated actions for that turn in the order of speed.

END OF BATTLE
When either the party or the enemy is downed or runs away, the battle ends. If you defeat the enemy, you acquire experience points and items.

WINNING AND LOSING
When a character is attacked, his or her HP decreases according to the strength of the attack. If the HP of all enemy characters reaches 0, the party wins the battle. However, if all party members are knocked out or otherwise unable to take action, the party loses and the game is over.

If you defeat the enemy, experience points are acquired. The characters' levels increase as they gain more experience.

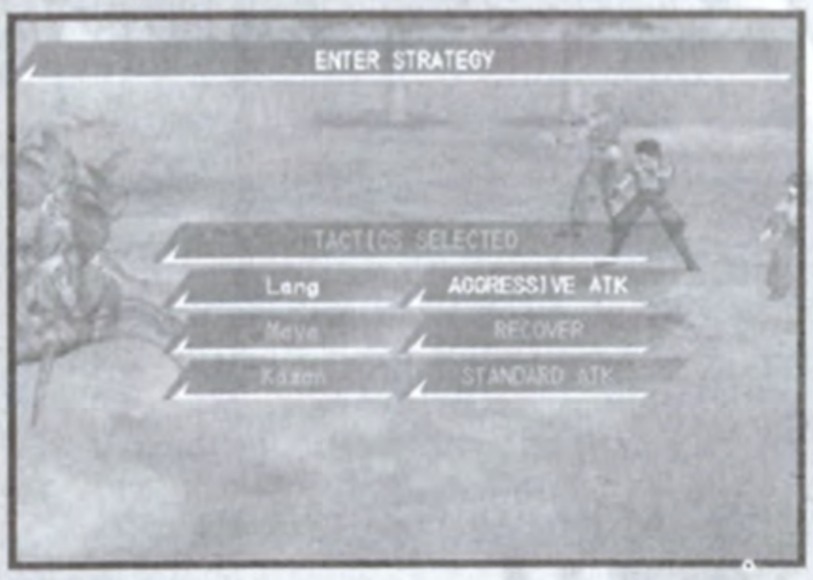
Keep an eye on the characters' HP during battle so they don't get knocked out.

PARTY COMMANDS

Choose an action for that turn for the entire party. This section explains each Party Command.

BATTLE
For that turn, fight the enemy the party has encountered. When you select the BATTLE command, the Character Command Screen (see p. 23) is displayed. There, you can choose an action for each character participating in battle.

TACTICS



Select the battle tactic to use for each character when fighting under Auto Mode (see p. 23).

Changing Tactics

If you selected the TACTICS command, the Tactics Selection Screen is displayed. Move the directional button or the left analog stick ⬆ or ⬇ to choose the character you want to change tactics for.

Move the directional button or the left analog stick ➡ or ⬅ to choose a battle tactic for that character. See the chart below for a description of each tactic.

Once you set a tactic for each character, choose TACTICS SELECTED and press the ⊗ button. Selecting BEGIN carries out the tactics set with the Tactics command.

TACTIC	DESCRIPTION
Aggressive Atk	Concentrate on defeating all enemies.
Standard Atk	Concentrate on attacking, but restore party when necessary.
Recover/AP Up	Concentrate on restoring the party and raising AP (see p. 26).
Recover	Concentrate on restoring the party. Attack and guard when appropriate.

RUN

For that turn, attempt to escape from the battle. If successful, you leave without fighting, but failure is also possible. Note that you cannot escape from enemy boss battles.

If the escape fails, no other actions are possible and you end up being attacked by the enemy for that turn.

If the escape is successful, the battle ends. The party receives no experience points or items.

Tips on Escaping

Escape attempts are not always successful. You run the risk of failure and being unable to take action for that turn. Use your skills (see p. 30) to help you escape from battle. For example, if you have the skill "Escape Insurance," it reduces damage from enemy attack by 50% in the event the escape fails. The skill "Chicken" ensures escape from normal battles.

AUTO

For that turn, the characters participating in battle automatically carry out the battle according to the battle tactics chosen beforehand with the TACTICS command.

CHARACTER COMMANDS

Choose an action for that turn for each character participating in battle. This section explains each Character Command.

ATTACK

For that turn, attack the enemy by entering Tactical Art System (see p. 25) commands. Note that Maya cannot use the ATTACK command until a certain point in the game.

ITEM
For that turn, use one of the items designated for battle use. You can choose from restorative, support and attack items.

Using Items
If you selected the ITEM command, the Item Selection Screen is displayed. Items that can be used in battle are displayed from inventory. Select the item you want to use.

Next, choose the character you want to use that item on. Move the directional button or the left analog stick ➡ or ⬅ to select a character.

The character will use that item after the battle begins.

GUARD
For that turn, defend against enemy attack and reduce the amount of damage received by half. In addition, if the characters have Defense Skills (see p. 13 and p. 30) equipped, the effects (restorative, support, etc.) of those skills are demonstrated under Guard Mode.

ORIGIN
For that turn, you can have a character's Origin use his or her Origin Abilities (uses MP) to carry out restoration, support or an attack. (Ayne, however, does not host an Origin, but several Spirits. In Ayne's case, the ORIGIN command becomes the SPIRIT command.) When you select the ORIGIN or SPIRIT command, a list of that Origin or Spirit Abilities, along with the MP each consumes, is displayed. Select and enter the Ability you want to use. The Abilities available for an Origin to use increase as that Origin's level rises. This section introduces a sample of the Origin's Abilities.

Lang's Origin
Galea Element: Fire
"Flaming Fist" uses 32 MP.
Concentrated flame power with a blazing punch. Attacks all enemies.

Maya's Origin
Rivas Element: Light
"Life Blessing" uses 16 MP.
A soft and merciful light restores all members' HP.

Kazan's Origin
Deva Element: Earth
"Earth Energy" uses 48 MP.
Deva's power smashes the enemy into the ground. Attacks all enemies.

Sharon's Origin
Arrode Element: Thunder
"Lightning Arrow" uses 80 MP.
An enveloping maelstrom of light and thunder. Attacks all enemies.

Ayne
Spirit
"Gaia Spirit" uses 40 MP.
Calls upon Gaia to raise defense for several turns.

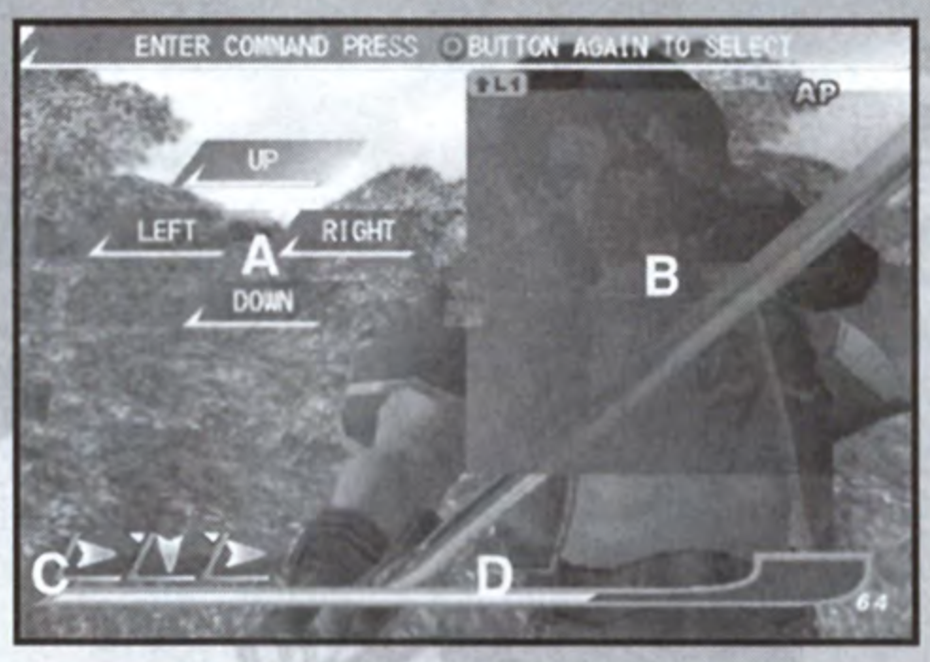
ELEMENTS

Each enemy monster belongs to a certain element class. There are eight elements: Earth, Water, Fire, Wind, Light, Dark, Thunder and Void. The elements Earth and Wind oppose each other, as do Water and Fire, Light and Dark. If you attack an enemy with its opposing element, the resulting damage is greater. On the other hand, if you attack an enemy with a weapon or Origin Ability of its own element, the attack will be less effective. Thunder and Void have no opposing element. You can learn an enemy's element class by using the Scroll of Identity item.

TACTICAL ART SYSTEM

The Tactical Art System (TAS) is a system of attacking the enemy by combining the four commands UP, DOWN, LEFT and RIGHT. This section will explain the Tactical Art System.

TACTICAL ART ENTRY SCREEN



A – The TAS move commands. For Maya, these commands are EARTH, WATER, FIRE and WIND (she will not be able to use them until a certain point in the game).

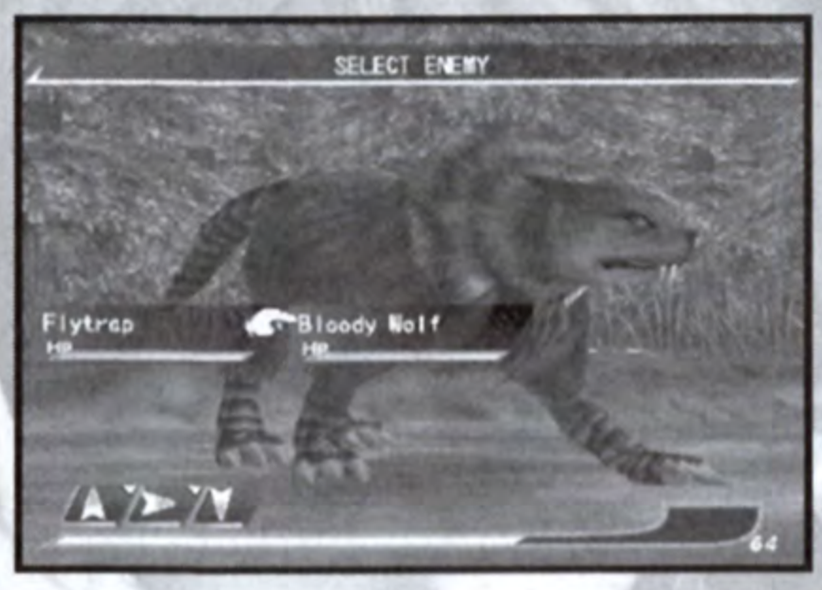
B – The list of Arts (see p. 27) and their move combinations that character has learned. You can switch between the Display Art List, Select Art from List and Hide Art List modes by pressing the ◯ button. In Select Art from List mode, select the name of the Art you want to use and press the ✕ button. That Art's combination of moves is entered automatically into the Art Blocks.

C – Art Blocks. Here, the move commands you entered are displayed. As the character's level rises, the number of Art Blocks increases.

D – The character's current Art points (see p. 26), displayed as both a number and a gauge.

ENTERING MOVES

Using the ⬆,⬇, ⬅ and ➡ directional button, enter any move commands you like, up to the number of Art Blocks available. With each move you enter, one Art Block is filled. To cancel all commands entered up to that point, press the ◎ button. The move commands you entered are represented in the Art Blocks as arrows. If you enter the move UP, ⬆ is displayed. If you entered RIGHT, ➡ is displayed.



When you finish inputting move commands, enter by pressing the ⊗ button, and then select the enemy you want to attack. Note that if you fill all the Art Blocks, the screen automatically switches to the Enemy Selection Screen. After entering actions for each of the characters participating in battle, select BEGIN and the battle starts.

The character attacks the enemy according to the move commands you entered. The commands UP, DOWN, LEFT and RIGHT represent the target location of the attack. (Please note that if you attack a floating enemy with DOWN, or a short enemy with UP, the attack will miss.)

ARTS — SPECIAL, POWERFUL ATTACKS

Entering certain special move combinations results in the character attacking with a special powerful attack called an Art. Try entering various combinations to see what Arts you can discover. You can also learn new and powerful Arts through scrolls and other documents you find, or by having someone teach you.

NORMAL ARTS AND ART POINTS

Normal Arts are Arts that can be learned and used by entering a certain combination of moves. Normal Arts are marked with a white "N" icon on the Art List. When you use a Normal Art, you build up a predetermined number of Art points (AP). You can later use these built-up Art points to perform even more powerful attacks (see p. 27).

The Art List displays the Art name, type (icon), move combination, and the amount of AP used up or built when executed.

The basic strategy is to build up AP by using Normal Arts, and then use that AP to perform even more powerful Arts.

SAMPLE OF THE CHARACTERS' NORMAL ARTS

Try to find out what move the "?" represents for each Art!

Character	Name of Art	Moves	AP Built	Description of Art
Lang	Blue Moon Buster	➡⬇➡	+16	Side-slash executed with a quick body rotation.
Maya	Ice Floe	?➡➡	+16	Seals opponent in a block of ice.
Kazan	Moon Splitter	⬇⬅?	+16	Vicious chop delivered while stepping forward
Sharon	Spike Anchor	⬆?➡	+16	Well-aimed, deadly roundhouse kick.
Ayne	Shockforce	?➡⬅	+16	Powerful slam into the ground for max damage.

Try various move combinations to find other Arts!

⬆, ⬇, ⬅ and ➡ represent the UP, DOWN, LEFT and RIGHT directional button.

TIPS ON DISCOVERING ARTS

Art move combinations do not necessarily contain only one UP, DOWN, RIGHT or LEFT move. Try entering a series of the same move, for example. You can also try equipping (see p. 30) the skill "Search Art." With this skill, the chances of discovering a new Art during Auto Mode (see p. 23) improve.

ARTS THAT CONSUME AP

This section covers the Arts that consume AP, and how to learn them. It is also rumored that a type of Art even more powerful than the ones described here exists.

SUPER ARTS

A Super Art is an Art that is performed by entering a certain combination of moves. If that character has the AP required to perform that Super Art, it is executed. Super Arts are marked with a yellow "S" on the Art List.

HYPER ARTS

A Hyper Art is performed and executed in the same manner as a Super Art, only with stronger results and at a higher AP cost. Hyper Arts are marked with an orange "H" on the Art List. You can learn Hyper Arts in scrolls and other documents you find, or through special events. Repeatedly using some of the Hyper Arts you've already learned will teach you new Hyper Arts.

VARIABLE ARTS

A Variable Art is an Art in which two characters cooperate to attack the enemy. Variable Arts are marked on the Art List with a "V" icon, either red (first attack) or purple (second attack). Variable Arts can only be learned and used when the following three conditions have been met (see next page):

1. Each of the two characters who plan to use the Variable Art together must have enough AP to carry out his or her half.
2. Each of the two characters must enter the specific moves for his or her half of the Variable Art within the same turn. (Both the first and second attacks of a Variable Art have six moves. No additional moves can be entered other than these six, or else the Variable Art will not work.)
3. Both characters must select the same enemy to attack.

Note that Variable Arts cannot be used in combination with other Arts (see below).

COMBINING ARTS

When combining Normal or Super Arts in one attack, if the moves at the end of one Art are the same as the moves at the beginning of the next Art, they only have to be entered once. In this way, you can save on Art Blocks.

Example: Combining Lang's Normal Art "Blue Moon Buster" (➡⬇➡) with his Super Art "Sandstorm" (➡⬅➡).

If you want Lang to perform "Sandstorm" after "Blue Moon Buster," you do not have to enter ➡⬇➡➡⬅➡. You need only enter ➡⬇➡⬅➡ to perform these two Arts. The last move of "Blue Moon Buster" (➡) overlaps the first move of "Sandstorm" (➡), and so only needs to be entered once. This saves one Art Block.

In the same way, if you want Lang to perform "Blue Moon Buster" after "Sandstorm," you need only enter ➡⬅➡⬇➡. The last move of "Sandstorm" (➡) is the same as the first move of "Blue Moon Buster" (➡), and so only needs to be entered once.

Both the first and last moves of Normal and Super Arts can be combined with other Arts. Only the last moves of Hyper Arts, however, can be combined with other Arts. That is because the first part of a Hyper Art is its core. Note that Maya cannot combine Normal or Super Arts, either.

ABNORMAL STATUSES AND THEIR CURES

Sometimes a character takes on an abnormal or unusual status when hit by an enemy's special attack during battle, or when a certain Origin Ability is used. When a character is under an abnormal status, the color of his or her graphic changes.

STATUS	EFFECT	CURE*
Poison	HP decreases every turn.	Potion, Origin
Venom	HP decreases every turn and cannot be restored.	Potion, Origin
Paralysis	Cannot take action.	Potion, Origin, Damage, Time
Sleep	Cannot take action.	Potion, Origin, Damage, Time
Stun	Cannot take action.	Potion, Origin, Time
Seal	Cannot use Abilities that use MP.	Potion, Origin
Confusion	TAS commands change to "?s," and the corresponding moves change every turn.	Potion, Origin
Spellbind	Cannot use Arts	Potion, Origin
Bewitch	Cannot take action. Attacks only own party members. (When the party consists of only one member, guards).	Potion, Origin, Time
Petrify	Cannot take action. Takes on no damage or other abnormal status.	Potion, Origin
Berserk	Cannot take action. Attacks both the enemy and own party members.	Potion, Origin, Time
Blind	Decreases both guard rate and hit rate.	Potion, Origin, Time
Fear	Cannot take action. Character automatically guards.	Potion, Origin, Time
Plague	AP, HP, MP decrease every turn. Can be contagious.	Potion, Origin
Critical	HP decreases to 1.	Potion, Origin
Invincible	Takes no damage.	Potion, Origin, Time
Protected	Damage received is halved.	Potion, Origin, Time
Invisible	Will not be the object of the enemy's attack. However, if the entire party is invisible, the effect is canceled.	Potion, Origin, Time
Blessed	Attack power and defense power are raised.	Potion, Origin, Time

* **How to Read the Cure:**
Potion – Cured through item usage.
Origin – Cured via an Origin Ability.
Damage – Status will be end when damage is received.
Time – Status will be cured naturally over time (after several turns).

DEVELOPING SKILLS (ADDITIONAL SKILL SYSTEM)

Weapons, armor and accessories come with skills that have a variety of effects. With an accessory, however, it's possible to add new skills by keeping that accessory equipped and nurturing it. This process is called the Additional Skill System. Accessory skills shown in bright text are those that are already learned. The darkened skills are those that can be learned after a certain amount of battle experience with that accessory equipped.

Some skills are put into effect as soon as that accessory is equipped. Other skills have to be specially equipped under the SKILL command (see p. 13). You can see what skills are currently in effect on the Status Screen (see p. 12).

Accessories can also be combined (see p. 18). Some of the already-learned skills of an accessory are passed down to the newly-created accessory when combined.

SKILL TYPES

EFFECT

Color: Blue. Raises equipped character's stats.
Examples: "MEN Boost," "INT Boost."

Color: Red. Lowers equipped character's stats.
Examples: "CHA Cut," "MEN Cut"

Color: Blue. Raises or lowers equipped character's stats in beneficial direction.
Example: "AP Attack," which raises Normal Attack in proportion to remaining AP.

Color: Red. Raises or lowers equipped character's stats in detrimental direction.
Examples: "MP Cost Up 1," "AP Cost Up 1."

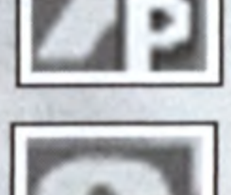
Color: Yellow. Adds special effects to the ATTACK command.
Examples: "Item Thief," "Random Blow."

Color: Yellow. Blocks the enemy's Offense Skills when attacked.
Example: "Stop Thief."

Color: Green. Adds special effects to the GUARD command.
Examples: "AP Charge," "Anticipate."

Color: Blue. Affects only the equipped character. Doesn't affect stats.
Examples: "Search Art," "Recovery Up."

Color: Blue. Affects the entire party. Doesn't affect stats.
Example: "All Recovery Up."



Color: Blue. Reduces equipped character's chance of getting an abnormal status when hit with a special attack.
Examples: "Bewitch Guard," "Poison Guard."

Color: Blue. Prevents equipped character from getting an abnormal status when hit with a special attack.
Examples: "Anti-Paralysis," "Anti-Petrify."

Color: Blue. Gives fixed chance of adding abnormal status to equipped character's physical attack.
Example: "Add Paralysis."

Color: Blue. Decreases damage from elemental attacks.
Examples: "Fire Guard," "Dark Guard."

Color: Blue. Adds an element to the equipped character's physical attack.
Examples: "Add Water," "Add Fire."

Color: Blue. Increases damage to or decreases damage from a certain class of monster.
Examples: "Vs. Demons," "Vs. Chitin."

Color: Blue. Affects only character equipped, when battle is won.
Examples: "Post-Battle HP," "Post-Battle MP."

Color: Blue. Adds a bonus to a particular stat when the equipped character's level goes up.
Examples: "STR Bonus," "MP Bonus."

Color: Blue. Affects the entire party, when battle is won.
Example: "Item Increase."

Color: Blue. Affects entire party, when moving around Map Screen.
Example: "Gold Grabber."

Color: Blue. Affects equipped character only, when moving around Map Screen.
Example: "MP Mover."

TIPS ON EQUIPPING/COMBINING SKILLS

1 Learn All an Accessory's Skills before Combining It

If you combine an accessory before learning all of its skills, the number of skills in the newly-created accessory will be fewer than if you had learned all the skills first. It's better to wait until after you've learned all the skills of the accessories you want to combine.

For example, if you combine these two accessories after you learn all their skills, you end up with six skills in the newly-created accessory. But if you combine the same two accessories without learning all the skills, you could end up with only four skills in the newly-created accessory.

2 Balance Negative Skills with Positive Ones

Except for Offense Skills and Defense Skills*, you need only equip an item to have the effects of its skills start working. But not all of an item's skill effects are necessarily beneficial. If you've equipped an item that has a negative skill effect, try to also equip an item that can make up for it.

The negative effect of "AP Cost Up 1" is canceled out by "Art Attack Up" or "AP Attack."

3 Equip According to Each Character's Abilities

For example, Maya cannot use the ATTACK command (see p. 23) until a certain point in the game. It would be useless, then, to equip the skill "Art Attack Up" for her in the early stages. Think carefully about the abilities of your characters before equipping skills. For example, give characters with low HP the skills "HP Boost" or "HP Bonus." Give slow characters "AGL Bonus" or "Pole Position," which will always make them first to act among the party.

"Barricade Ring" is an accessory recommended for Maya in the early stages. It contains the skills "Turtle" (increases defense at the sacrifice of attack power) and "Backup" (increases allies' AP).

*Offense Skills and Defense Skills must be specially equipped before they can take effect (see p. 13).

ITEMS

ITEM	TYPE	DESCRIPTION
Long Sword	Weapon	An easy-to-use normal sword.
Broad Sword	Weapon	A thick sword with a wide blade.
Hammer Blade	Weapon	A thick sword perfect for crushing attacks.
Mail Jacket	Body Armor	A jacket with inner cotton padding.
Padded Jacket	Body Armor	A leather jacket covered with rivets.
Leather Chest	Body Armor	A breastpiece made from layered leather.
Dyed Clothes	Body Armor	Basic clothes made with natural dyes.
Native Clothes	Body Armor	Embroidered with native colors and designs.
Bandage	Arm Guard	Thick cloth wrapped around fists for protection.
Leather Gloves	Arm Guard	Normal gloves made of leather.
Studded Knuckles	Arm Guard	Fighting gloves with studded knuckles.
Normal Shoes	Leg Guard	Totally average shoes made of cloth.
Short Boots	Leg Guard	Short leather boots.
Suede Boots	Leg Guard	Quality suede shoes favored by aristocrats.
Simple Cloth Shoes	Leg Guard	Basic shoes made from sewn cloth.
Leather Boots	Leg Guard	Long leather boots that reach to the knee.
Leather Helm	Other Gear	A helmet made of leather for head protection.
Cloth Hat	Other Gear	Thick cloth pieces sewn together that provide little defense.
Poison Charm	Accessory	A magic stone said to protect the wearer from poison.
Vigor Charm	Accessory	A magic stone said to enhance the wearer's stamina.
Jab Charm	Accessory	A magic stone that increases the wearer's chances of a successful hit, but decreases attack power.
Pickpocket Charm	Accessory	A magic stone said to harbor the soul of a thief.
Heal Powder	Potion	An energizing, powdered form of Heal Leaf. Restores 200 HP.
Magic Powder	Potion	A powdered form of bakus leaf, said to uplift the spirit. Restores 50 MP.
Poison Cure	Potion	Brewed juiz fruit, said to have detoxifying properties. Cures poison.
Venom Cure	Potion	A small flask that contains an antidote for deadly venom. Cures venom.
Large Rice Ball	Food	A rice ball so big you have to use both hands. Restores 300 HP.
Flag of Retreat	Battle Item	Creates a diversion and makes it easy to escape. Allows safe escape from battle.
Scroll of Identity	Battle Item	A scroll with all the world's creatures written on it. Identifies monsters.
Morus Spring Water	Material	Natural spring water that flows in Hunter's Wood. A combinable material.

Zuvel Fur	Material	The skin of the zuvel, an animal found in Hunter's Wood. A combinable material.
Beef	Ingredient	Delicious, tender beef. An ingredient used in cooking.
Pedometer	Valuable Item	A wondrous instrument that records the number of steps taken.

This is only a small sample of the items that appear in this game!

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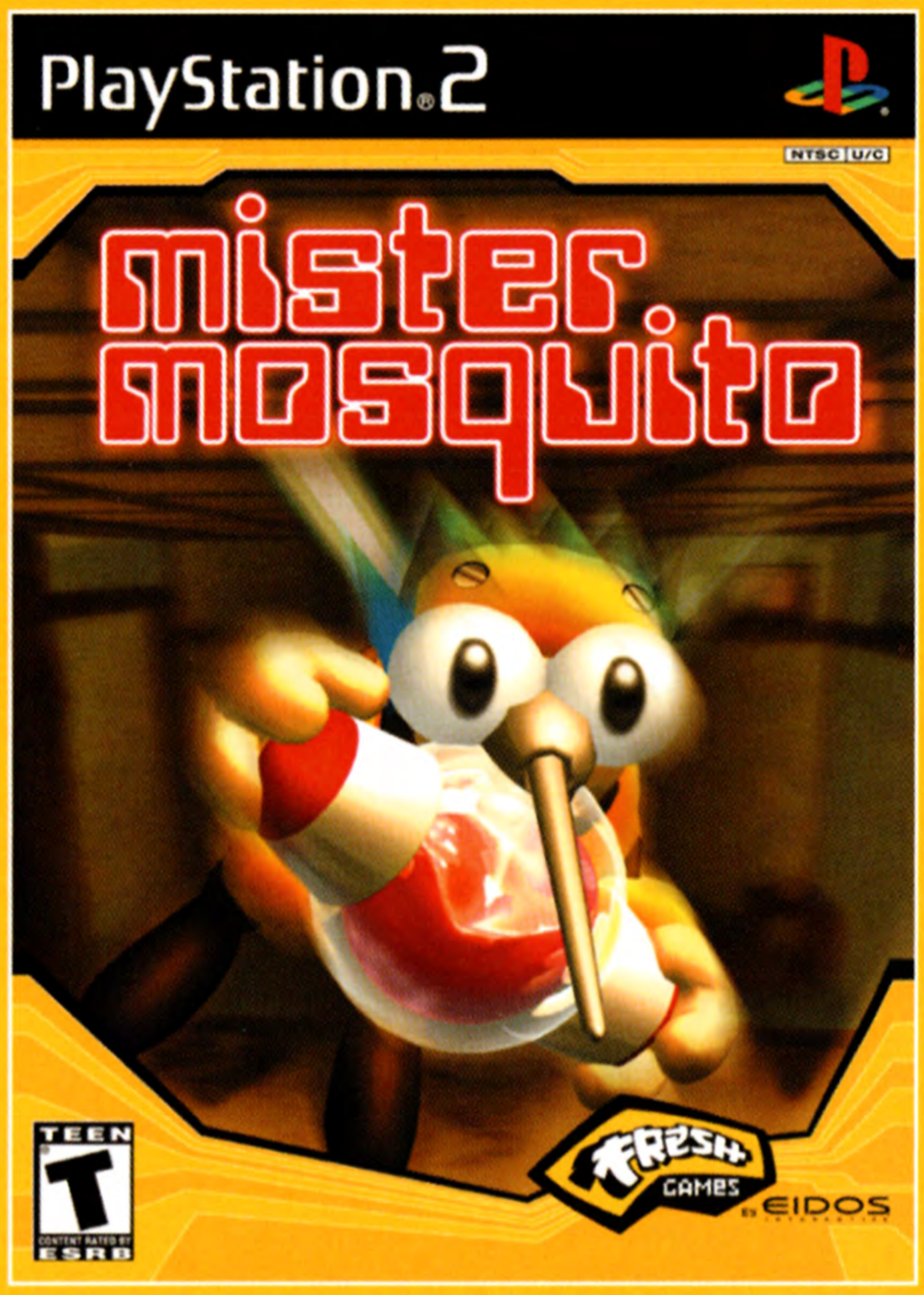

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